

D a r k S o u l s T a b l e t a l k r o l e - p l a y i n g g a m e

〔 ダークソウルTRPG 〕

# DARK SOULS TRPG

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グループSNE

# DARK SOULS TRPG

## UNOFFICIAL FAN TRANSLATION PROJECT

TRANSLATION BY MATARA

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# TRPG TRANSLATION PROJECT

Translation compiled by matara

## PROLOGUE

Lothric... the birthplace of the Lords of Cinder, the kings who would inherit the flame... a place unmoored, adrift.

Pilgrims travel north in search of answers to what the prophecy foretold. *“Fire fades, and the lords have no thrones.”* When the fire falters, the bells ring out. The old Lords of Cinder will be awoken from their tombs.

Alas, the Lords have abandoned their duty and their thrones. And so rises Unkindled Ash. Nameless beings, cursed with immortality unfit even to become kindling. And so it is... that ashes seek embers.

## INTRODUCTION

This is a rulebook for the “DARK SOULS TRPG”. This tabletop roleplaying book offers a close-up view of the world of the “DARK SOULS” series, and is especially focused on the story and setting of “DARK SOULS III”.

## THE DARK SOULS SERIES

If you’re reading this book, there’s a good chance you’re already familiar with the “DARK SOULS” series. “DARK SOULS” is a series of action RPGs that can be played on a variety of game consoles and PCs. It is a difficult and bold work of art in many ways, with a very dark fantasy world & perspective, and a high degree of difficulty that requires you to stay focused.

Players of the “DARK SOULS” games overcome the monstrous threats that face them, acquire new weapons & equipment, search for how to progress through the world, and build & grow their characters as they see fit. “DARK SOULS” is truly a work that can be enjoyed in a great many different ways. It has won copious awards and enjoyed great success not just in Japan, but around the world, as well.

## TRPGs

“TRPG” stands for “Tabletop Roleplaying Game”. TRPGs are played with a group of people, a rulebook like this one, dice (or computer die rollers), pens & pencils, and record sheets like each player’s character sheet. These are games enjoyed by a group of people communicating & working together to tell stories.

One participant takes on the role of the Game Master (hereafter, “GM”). The GM manages the story & world, and serves as the referee to make sure the game’s rules are functioning properly and the story keeps progressing. In terms of computer games, you can think of the GM as being like both the computer itself & the software it’s running. That said, GMs are not computers but human beings, so they’re far more flexible and creative, and are able to offer play experiences that no computer ever could.

The other participants take control of a character in the world (called a Player Character, hereafter “PC”), who plays an active role on the stage prepared by the GM. PCs make decisions, speak, and act as if they were that character exploring the world. Many of the PC’s important actions will trigger dice rolls used to determine success or failure. In terms of computer games, you can think of PCs as both the human player playing the game and the character in the game that they’re controlling.

## DARK SOULS TRPG

In the text of this book, “the original” refers to the video game “DARK SOULS III”. Having played the original is not required to play games using this book, but having a familiarity with the original will increase your enjoyment of this book & the games played with it.

After you read this book, all you have to do is prepare some dice, copies of the various record sheets, and a time & place to get together with your friends.

Be prepared.

Let’s travel to the world of “DARK SOULS” together, shall we?

## WHAT YOU NEED TO PLAY

In this book, a single gathering of players and the time you spend playing together is called a “session”. Preparing for your sessions is imperative. Here are some preliminary things you’ll want to think about when preparing, and a rough outline of how your sessions might go.

## WHAT YOU NEED FOR YOUR GAME

To play games with this book, you’ll need the following:

- **Some Players** — “DARK SOULS TRPG” cannot normally be played alone (see p. 132 for exceptions to this!). Collect **2~5 players, including yourself**. At this time, who will GM the game should also be decided. If no one else has a copy of the book, you’re the GM! If you’re GMing for the first time, it’s a good idea to tell the players that you’re new to this. Don’t be afraid to check the rulebook frequently during play while you’re learning!

- **Some Dice** — The dice used by this game are **standard cubic 6-sided dice**. Gather 5~7 six-sided dice for each participant.
- **Writing Utensils** — Each participant will need something to write with which can be erased, such as a **pencil with an eraser**.
- **Prepare a Scenario** — A scenario is like a storyboard or screenplay in a movie or TV show, which summarizes the story for progressing the game, the placement & reaction of different characters, and various other judgments & events. The GM will prepare a scenario before each session. This book presents several scenarios & how to handle them. A **deck of regular playing cards** is required to play through the scenarios included in this book. The GM should read through the scenario before the session begins so that they know what's about to happen & how to run the scenario.
- **Print-Outs of the Record Sheets** — Prepare as many **Character Sheets & Skill Sheets** as needed for the PCs (each PC needs one of each sheet). Also print out one “**Battlefield Sheet**” and one “**Malice Sheet**”.
- **Place & Time** — It's necessary to have a place and time where all participants can meet and sit down, spread out all their necessary sheets, and have enough time for the session. For one session it's recommended that you reserve **at least 4 hours**. TRPGs progress with conversation, and there may be loud laughter and talking, so it's a good idea to play somewhere you won't get many complaints. Somewhere you can eat & drink may work well, also.

## SESSION FLOW

The general flow of a session of play is as follows:

### About a day before the session:

- **Prepare Materials** — Prepare this book and everything you'll need to play (see *WHAT YOU NEED FOR YOUR GAME*, above). If possible, divide preparations among the participants so no one person is stuck having to do everything.
- **Prepare the Scenario** — The GM prepares the scenario. When preparing a scenario published in this book, please read its contents beforehand.

### On the day of the session:

- **Character Creation & Growth** — On the day of the session, once all participants have gathered and greeted one another, each player should handle the creation of their character (if making new characters) or the growth of their PCs (if playing existing characters). Building a PC from scratch can take an hour or so, but you can shorten this time by copying the sample PCs (p. 224~226).

### Playing the session:

- **Introductions** — Each player introduces who their PC is. At the same time, the GM should check the character sheets of each PC to familiarize themselves with the PC's data.
- **Scenario Start** — The GM advances the game according to the scenario. Let's all enjoy the game to the fullest! Playing one of the scenarios in this book will probably take about 3 hours if you're familiar with the game or the scenario & are able to handle it well. They could take upwards of 6 hours, though, if you have that much time to play and choose to progress slowly.
- **Scenario End** — Once the scenario is over, the first thing to do is clean everything up. If you have the time, talk with the other participants about how much fun you had & what was the most exciting! Your memory of the events of the game will become more impressive by doing so. This is the best time to make an appointment for the next session, to discuss scheduling, and further session preparations.

## BASIC RULE ASSUMPTIONS

Here are the most basic rules for playing the “DARK SOULS TRPG”.

### ROUND DOWN DECIMALS

In this book, many calculations are required as the game progresses. As a result of these calculations, you may get fractions sometimes. **Always** round down fractional results, for example rounding “3.5”, “3.25”, or “3.75” down to “3”.

### NEGATIVE VALUES

If a negative value (i.e. a number less than 0) occurs as a result of a calculation, it will be treated as that negative value unless otherwise specified.

### DICE

Dice are rolled to determine the outcome of various uncertain actions. The rules for rolling dice are as follows:

- **GM Certification** — Dice rolled without the GM requesting that you roll are invalid.
- **Rerolls** — Dice may fall off of the table or get lost or stuck somewhere. It's recommended that you decide how to handle such cases before playing. Especially when you're rolling a large number of dice at once, it's a good idea to have a rule in place like “reroll all dice” or “reroll only the fallen/lost/tilted dice”. Once you decide on a ruling for such situations, use that ruling for the rest of the session.

# GM RIGHTS & OBLIGATIONS

When playing “DARK SOULS TRPG”, the GM’s decision takes precedence over the rules in this book. When playing TRPGs, there are often times when you get lost in the process of making decisions or searching for rules in the rulebook. In such cases, motivation & attention can begin to wane if things take too long to resolve.

The GM is perfectly within their rights to handle such situations at their discretion. Even if their ruling is against the rules written in this book, the GM’s ruling takes precedence. However, while the GM should make decisions with an eye to enhancing the enjoyment & fun of the game’s participants, they should try to deviate from the game’s rules as little as possible.

All that said, “having a good time together” is the number one criterion for a successful session. As long as the TRPG is being enjoyed by all participants, the game is being played correctly. Players may question the GM’s decisions, and the GM should listen to their needs & critiques. However, the GM ultimately has final say on how processes unfold. After the GM has weighed the situation and made a final decision, the players should accept it.

# GLOSSARY

Names, descriptions, and labels used in this document.

## DICE-RELATED NOTATION

- **nD** — Roll n# of dice at the same time & find the total value. For example: “2D” means to roll 2 dice and find the sum of their results. The notation “nD+X” means to roll n# of dice and then add +X to the total value of the rolled dice.
- **DICEn** — Roll n# of dice but do not sum them. In these cases, the result of each individual rolled die is usually important, or sometimes just the highest single roll.
- **[n]** — This symbol indicates that a die of value equal to or greater than n is required. In these cases, multiple dice rolls can be added together to reach this requirement. For example: [6] means that you must achieve a total value of 6 or greater. For [6] you could achieve that on a single die rolling a result of 6, or on two dice rolling a 4 and a 3.
- **Roll the Table** — Indicates that the dice are to be rolled & resolved in a way indicated by a particular table corresponding to the situation or action being performed.
- **Doubles** — **Doubles** means that the dice rolled yielded the same value. For example: If you’re paying the cost of an action whose action cost is Doubles, you must spend at least 2 dice which have the same face value.
- **⟨ ⟩** — Shows the ability value (p. 74) and target value used for the GM’s judgment of an action (p. 70).

- [ ]— Shows the damage (p. 91) that will occur. Afterwards is the nature & value of that damage.
- { }— Shows the effect of mechanics and the impact on the game which occurs as a result. For example: Who is the target of an ability, or when something occurs.
- <>— Indicates the name of an item (p. 111) or enemy (p. 249).

## BASIC TERMINOLOGY

- **Character (Chara)** — A character appearing in the game. In the text of this book, if later written as “Character (Chara)”, this includes both PCs & NPCs (characters played or controlled by the GM).
- **GM** — Abbreviation for Game Master, the player in charge of progress for the session.
- **PC** — Abbreviation for Player Character, which refers to characters controlled by non-GM players.
- **NPC** — Abbreviation for Non-Player Character, NPCs are all general and background characters controlled by the GM, including enemies.

## UNKINDLED ASH — YOUR WORLD

You awaken in a dark tomb.

*“I can’t remember anything... I can’t remember what I was doing...”*

You, who made no sound and were scattered like ashes, are dead. There is nothing there, within you. Your past, your present, even your future, all are gone. The only thing there is, is you.

*“I am my own meaning.”*

You move forward, dragging your heavy limbs. You ask the first question, the **only** question you’ve thought since waking up.

*“Why have I awoken?”*

### UNKINDLED ASH

In this game your characters awaken into the world as **Ashen Ones**, an undead being, a sort of existence also called **Unkindled Ash**. Your body is immortal, as long as you have a will—a soul—you rise from the dead, again and again. What you look like now may be a bit different than what you looked like when you were alive. But no... that doesn’t bother you now.

*I could imagine so clearly what I used to look like... No... I can't remember... but that doesn't matter now.*

Why did you awaken as Unkindled Ash? To fight. To fight, and die, and fight again. You were convinced of this immediately, even with no other memories, because you awoke with a weapon in your hand and a body made for fighting.

Unkindled Ash is nearly devoid of memories of what came before, but it does have the knowledge & instincts required to fight, as well as reliable weapons which feel familiar in its grasp. In the past you may have been a noble knight of a long-fallen country, a renegade soldier, or a magician of great wisdom. But that past self is irrelevant now. The future that person imagined for themselves is gone, too. There is only one thing you can do.

*Fight.*

## ENEMIES

*Even if we know we must fight, we don't know what we're fighting against, much less what we're fighting for.*

To see what you can find, you travel forth, and soon your body moves easier than it had. You notice a figure standing ahead of you, looking out towards the sea. He holds a blade in his hand, clad in filthy, ragged clothes. He is not one of the living. He is undead.

*When the undead finally realized we were approaching, he lifted his blade to attack. But then, I revealed my murderous intent.*

You fight back with the weapons clenched in your hands. Luckily, your body moves well, responding just the way it should, once again finding the strength and techniques you forged so long ago. The undead attacking you is gaunt and frail, its grip weak and its swings clumsy. You dodge to the side, easily avoiding its strikes with only the slightest of movement. This foe will be easy to crush.

With fluid steps, you knock the undead creature over, its withered form collapsing with little resistance. In battle, the strength of one's body is key.

## ACQUIRING “SOULS”

You find that when you kill an enemy, the will & soul of the deceased enters your body, drawn to the dark sign that brands your flesh. Only in that moment do you realize just how cold your body was, when the burning fire of the soul enters you and you feel the tiny sensation of warmth. By taking the souls of others into yourself, your body is made whole, made strong. It seems almost like food, these souls; souls are nourishment for Unkindled Ash.

You feel an instinct begin to grow within you, and you strike out in search of more souls.

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## DARKSIGN INSERT

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### SOMEONE'S FOOTPRINTS

With no memory and no purpose, you became obsessed with the destruction of the withered undead you found in your path and the acquisition of more souls. Eventually, though, something else caught your eye. Something besides the wandering dead.

It's... writing? Written by someone in a script like a flickering flame, seeming almost to have been engraved within the earth. You don't recognize the language it's written in, but you can somehow *feel* its meaning without even reading the text.

The characters are rambling and emotional, pleading for joy or hate or sorrow to strike them. Without a doubt, these letters were left here by someone else, leaving their thoughts inscribed upon the uncaring stone. You find more, with different messages, all equally emotional.

Despite this revelation, there *are* no other people around. Just the mindless dead who do not possess such intense emotions. It was someone like you who left this note behind, an Ashen One awoken from death and wandering aimlessly through this world of the dead. Even if you can't put it into words, you have almost overwhelming feelings about this discovery. Anger at the unreasonableness of your situation, a grim sort of joy at regaining your will, heart-wrenching sadness at being forced to fight even after death.

These notes are the remnants of someone else, someone just like you, feeling all those same things. And at least, because of this note, you know that you're not alone.

### A PALE VISITOR

Among the many mysterious characters engraved into the ground, there are some which seem... somehow different. One you find is written in white, shining letters, and you can tell just by looking at it that the letters represent the characters of someone's name. As you approach, the person to whom the name belongs appears before you, hovering insubstantially above their name like a ghost.

Unlike you, it seems this thing is an existence which can only express its will, not a person of both body and mind. The letters seem to call to you, though, guiding your hand to touch them. A white figure with a clear, solid outline appears before you. The person carries a weapon just like you, and unlike the undead who wander about this place, it seems his will is strong, his eyes focused and sharp.

The white figure bows to you and rushes off to begin slaying the undead who've gathered up around you. Seeing that they are claiming the souls of the undead that they defeat, you realize they are Unkindled Ash, just like you.

*I learned later that these beings are called Phantoms, and come to help from neighboring realities. A world just like this one into which I was born, but subtly different.*

By touching the white letters of a Phantom's name, you learn that you can summon the Phantom into your world, and that they can help you. Both to shoulder your burdens and join you on your quests.

*I don't truly know why these strange ghosts choose to help me, nor what their true purpose may be, but I know that Ashen Ones like us get more souls by helping one another out like this.*

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## WHITE SOAPSTONE INSERT

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## THE RED INVADER

To obtain souls, you learn it's efficient to visit the other worlds of other Ashen Ones like yourself, to help them out and be helped, to learn from & teach them. To cooperate & grow together. However, Unkindled Ash has another, even more efficient means of gaining souls— to steal them from other Ashen Ones. Slay your own kind and their souls become yours, but beware, for if they defeat you, your souls are likewise theirs.

Unkindled Ones that invade the worlds of others to menace and slaughter them take on a blood red appearance. Unlike the pale glow of a White Phantom, these Red Phantoms drip with malice and hate. Like the restless undead, you must defeat Red Phantoms in order to protect yourself from their reckless ways, or else give in to their heedless, greedy ways, and become such a creature yourself.

## SOME TIME LATER

Gazing at the reddish outline of the distant sun, you reflect on what you've learned about yourself, this world, and the worlds next door. You believe there must be more to learn beyond this Crypt of Ashes. And someday, when you look back on your long journey, you will realize clearly that it was here in this Crypt that you were first judged.

At the end of a long path you find a large door, beyond which is a wide open space. There you will be put to the test. Within this liminal place is something precious which can only be earned by those who overcome the greatest of ordeals. *That* is your true purpose. Learning more, becoming more, overcoming more.

You realize why you have this warrior's body.

*It shall be done.*

Your one desire. The warmth gained by claiming souls is your only comfort in this world.

Your one mission. A journey to converge all disparate and petty things into one greatness. A greatness achieved only by those who have overcome the most harrowing of ordeals.

Seek out and open more doors like this one, which reveal such great & terrible trials. Claim the embers which are equal in warmth to that of a soul. Beyond embers, beyond suffering, beyond everything, eternity awaits.

## CHAPTER 1 — CHARACTER CREATION

This section shows how to create PCs, shows sample PC data, and teaches you how to read and understand such things. In addition, some tables and data are used to grow characters and get them some basic equipment.

A PC consists of “basic traits”, “ability scores”, “battle data and items”, “levels and souls”, and “resources”, all shown on your character sheet. When creating a PC, the player creating them decides each of these things for their own PC.

### USING SAMPLE PCs

When playing a game of the DARK SOULS TRPG for the first time, or if you would like to create your character especially quickly, it’s recommended that you use one of the sample PCs. There are sample PCs listed on p. 22~58. Each player may select one sample PC and copy its statistics for their use.

Once you’ve decided on a sample PC to use, all you have to do is decide your name, age, gender, and three **memories** (p. 116) to complete your PC and make them ready to play.

### CREATING YOUR OWN PCs

For players familiar with TRPGs in general and who have enough time to build their own character, each player can create a unique character (rules starting on p. 21)

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#### CHARACTER SHEET INSERT

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### 1-01. DETERMINING BASIC TRAITS

Basic traits give you a rough idea of what kind of character the PC is, how they appear, and so on. Basic traits are a character profile consisting of the character’s “name”, “age”, “gender”, a

“class” indicating the general role of the PC in the game, and their “memories” of their life before becoming Unkindled Ash.

### 1-01-01. PROFILE

Decide on your character’s name, age, and gender. These decisions are arbitrary and have no mechanical effect on your character. Pick things that sound like fun for you to play.

### 1-01-02. CLASS DETERMINATION

Your class describes the PC’s primary role in combat. In some ways, it also shows what role the PC has in the game world: what kind of career they had, what kinds of skills and areas of subject matter of which they are an expert.

There are 10 basic classes (p. 22~58): Knight, Mercenary, Warrior, Herald, Thief, Assassin, Sorcerer, Pyromancer, Cleric, and Deprived. Choose one of these classes for yourself.

### CLASS REQUIREMENTS

In the case of creating your own PC, there are “Class Requirements” which must be met before you’re allowed to select a particular class. These take the form of ability score requirements (meaning you must have at least a certain amount of certain ability scores in order to qualify for a particular class). When using a sample PC, you don’t need to worry about Class Requirements, because each sample PC already meets the requirements for their class.

### INITIAL EQUIPMENT

When you select a class, you automatically receive all “Initial Equipment” belonging to that class. Go ahead and write down the Initial Equipment of your class after selecting it. Sample PCs already have this Initial Equipment on their character sheets.

### SKILL DETERMINATION BY CLASS

When you pick a class, you gain the “Initial Skills” for that class. Acquired skills are managed on the skill sheet (p. 23~59). You also learn 1 new skill for each level you reach that is a multiple of 5 (e.g. get 1 new skill if your level is between 5-9, 2 new skills if your level is between 10-14, etc.). Initial Skills are not factored into how many skills you know.

See p. 102~110 for a list of skills you can learn as you gain levels.

Initial Skills for Sample PCs are already listed, and each class has a list of recommended skills that would be good for you to learn as you level up!

### 1-01-03. DETERMINATION OF MEMORIES

Memories are your power as an Ashen One—the thing that separates you from mindless undead. Losing your memories leads to the loss of will and thought, to becoming just like the wailing undead who wander Lothric.

PCs lose memories by being destroyed and having to come back to life. A PC that has lost all of their memories has lost its driving will and becomes a mindless, soul-starved creature; that PC will have to leave the game and their player will have to make a new character.

For choosing your character's memories, you get **one memory** from your class's memory table (found on the same page as your class's features & requirements) and **two memories** from the "general purpose" memory tables below. You may either choose these memories from those listed or roll on the table and take the memory matching your roll result.

## MEMORIES & THEIR PURPOSE

Memories are a novel concept found only in the DARK SOULS TRPG and not in the original video game works of the DARK SOULS series. Their inclusion has two main intentions:

- **Creating experiences with tension** — TRPGs often seek to create an experience with a sense of tension, especially horror-themed games or games where the combat experience is meant to feel dangerous. In the original DARK SOULS video games, the player characters get up again & again after being defeated. Recreating this experience *exactly* in a TRPG could lead to a loss of tension and a bit of tedium. For that reason, we created **memories** as a way to limit how many times a character can be resurrected before becoming crestfallen and losing their will to go on. PCs have 3 memories to lose before they're "out", creating a sense of urgency and tension.
- **Providing roleplaying elements** — Players of TRPGs often look forward to the "roleplaying" aspect quite a bit! They enjoy pretending to be their PCs and having an "intentional presence" within the game world. In order to help flesh out the PCs' connections to the past of this world and help give players something to "roleplay" off of, memories exist to help evoke different aspects of your PC's personhood.

## USING THE MEMORY TABLES

If you've chosen to roll your character's memories randomly instead of picking from the lists, follow these instructions:

- First, roll 1D to determine which of the memory tables you will roll on (each table is marked with a number from ① ~ ⑥).
- Then roll 1D again to determine which of the six memories from that table you get.

### ① Memories of Anger

1D	Memory	Description
1	Family Predicament	I was present when my family was cornered in a lie.
2	False Accusation	I received cold words & judging stares as I was accused of a crime about which I knew nothing
3	Betrayal & Misfortune	A great misfortune befell my family due to the betrayal of a relative.
4	Insult & Ridicule	A close friend was unfairly ridiculed and made into a laughing stock.

5	Cruelty to Animals	Someone hurt my pet cat or dog.
6	Outsmarted by Friend	My friend was always smarter than me, and won at all our games.

## ② Memories of Joy

1D	Memory	Description
1	Birthday Celebration	My family always celebrated on the days of our births.
2	Kind Words	I was given kind words by my beloved, which I carry with me still.
3	Childhood Triumph	As a child I was always praised for something which now seems small.
4	Gifts of Joy	My parents and those dear to me used to give me wonderful gifts.
5	Festival	I used to eat well at the feasting festivals.
6	Wedding Memories	I attended the beautiful wedding of a close family member.

## ③ Memories of Fun

1D	Memory	Description
1	Secret Sweets	A grown-up used to sneak me sweets as a child.
2	Old Man's Stories	There were kindly old folks who would tell me stories from their lives.
3	Hermit's Library	In the dark & dusty archives, I would spend my days engrossed in reading books.
4	Daily conversations	I would spend my days in conversation with my close friends, always finding new things to talk about.
5	Collector	I would always collect things which were worthless to others, like shiny stones and strange insects.
6	Singing Voice	I remember a gentle & quiet singing, resonating sweetly every day.

## ④ Memories of Sorrow

1D	Memory	Description
1	Loss of a Parent	I lost one of my parents at a very young age.
2	Shattered Treasure	A cherished, secret treasure was lost to me.
3	Nameless Nightmare	I killed an enemy whose name I do not know, their face still haunts me.
4	Lost Beloved	I lost a deeply cherished friend in my childhood.
5	Torn Love Letter	The person to whom I confessed my love left with a perplexed look on

		their face as they discarded my letter.
6	Parental Indifference	My parents looked upon my growth and development with utter apathy.

## ⑤ Memories of Light

1D	Memory	Description
1	Shining Sunrise	I remember beautiful scenery, the countryside illuminated by the brilliant light of dawn.
2	Scorching Sun	A blue sky as far as the eye could see and the beating heat of the sun made me thirsty.
3	Clear Revelation	A quiet place illuminated by a shaft of sunlight, strange yet comforting voices coming from nowhere.
4	Light of Hope	I saw a shining light of hope. A streak of fire in the darkness
5	Night Overflowing with Light	I remember losing myself in the shimmering field of lights filling my city on a warm festival night.
6	Ripples on the Surface of Water	Sunlight pierces the murk of the water, beaming down directly upon me as I sink.

## ⑥ Memories of Darkness

1D	Memory	Description
1	Closed in Darkness	I was confined in darkness; locked in a room, lost in a collapsed cave.
2	Ominous Eclipse	A total solar eclipse occurred, and everywhere the people were trembling and wailing with anxiety and lamentation.
3	Recurring Nightmare	I remember a nightmare which haunted me for years, being chased by a terrifying something, unseen in the dark but always there.
4	Illuminated in Shadow	Out in the forest at night, the harsh light of a torch, people covered in blood, deepest darkness.
5	New Moon Festival	On the night of the new moon, I remember a figure dancing in the darkness, some kind of profane ritual.
6	Bottom of the Well	I fell to the bottom of the well; cold and terrified I kept calling for help.

## 1-02. DETERMINING ABILITY SCORES

PCs have eight core ability scores: Vigor, Attunement, Vitality, Strength, Dexterity, Intelligence, Faith, and Luck. Fill in the “Initial Value” for each ability score on your character sheet. Sample

PCs already have their Initial Values filled out, while custom-made PCs will have the process for determining their Initial Values explained on p. 21.

### 1-02-01. ABILITY SCORE MODIFIERS

The number that you actually add to dice rolls and other things related to using your ability scores is called an ability score's *modifier*. Modifiers are found by dividing the **total value** of an ability score (its initial value + its growth value) by 4 (rounding down to the next nearest whole number). For example, if your Strength score was 15, its modifier would be +3 (because  $15 \div 4 = 3.75$ , rounded down to 3).

Sample PCs already have their ability score modifiers filled in.

### 1-02-02. GROWTH VALUES

Your ability scores grow by leveling up (p. 100). The **growth value** of a PC's ability scores increase by +1 each time they level up that ability. The growth value + the initial value is how you determine an ability score's **total value**, which is used to determine your ability score modifiers (see above).

Sample PCs and newly created custom-made PCs have no growth value, as they haven't leveled up past what they're starting with.

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#### ABILITY SCORE INSERT

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### 1-03. COMBAT DATA & ITEMS

After determining your character's class & ability values, you'll also determine what items they'll have to start with. Your starting equipment and belongings are determined by your class (p. 22~58). Fill in the items gained from your class on your character sheet.

For determining the meaning and calculations for your PC's various combat statistics, see p. 86 and 91. Sample PCs already have the information for their battle data and starting items filled in on their sheets.

### 1-04. DETERMINING LEVEL & SOULS

A PC's level is a guideline for the general level of power possessed by that PC. A PC's level is achieved by adding up all of the PC's **ability score totals** and subtracting -80 from that number. For example, if the sum of all of your ability scores was 90, your level would be 10 (because  $90 - 80 = 10$ ).

Just like how your ability scores have modifiers, your character also has a **level modifier** which is added to certain rolls and other numbers. Also just like with your ability scores, divide your level by 4 to find your level modifier. For example, if your level was 10, your level modifier would be +2 (because  $10 \div 4 = 2.5$ , rounded down to 2).

“Souls” is a numerical value indicating the energy of the PC’s soul. It is a parameter which combines the common RPG concepts of “experience points” and “money” into one resource. All PCs’ **Souls** value is 0 at time of creation.

Fill in your level, level modifier, and souls on your character sheet to finish this step.

## 1-05. DETERMINING RESOURCES

Resources are things with variable values, like your character’s health points (HP) or the maximum number of uses of their *Estus Flask*. These resource pools start the game at their maximum values, but can be depleted over time.

**PC Creation Resources Table**

Resource	Calculated Value
HP (p. 66)	5 + Vigor Modifier (+1 with «Life Ring», p. 248)
FP (p. 67)	5 + Attunement Modifier
Luck (p. 93)	Luck ability score
Estus Flask Uses (p. 68)	4

On the next few pages you will find many things you may not understand without flipping the document to the pages containing information on that particular subject. If you see something you don’t understand when looking at a class’s entry or the sample PC’s character sheet, read through the *BASIC RULES* (p. 63) or the *FIRELINK SHRINE* (p. 99), or ask another player who already understands the system well to explain it for you.

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## CLASS READING INSERT

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## 1-06. CUSTOM PCs

When creating a custom PC instead of taking one of the sample PCs, you’ll need to randomly generate your ability scores and fill in some other information. Follow steps ① ~ ⑥.

### STEP ①: Roll the dice 8 times

Roll 2D+4 eight separate times and record each result on a spare piece of paper. When recording the results, be sure to make note of what the dice rolled as well as the total of the 2D+4 equation. For example, if you roll and get a 5 and a 2, you should write down both that the total was 11 and that the 11 came from a roll of (5 + 2 + 4).

After rolling eight times, check the total value of all dice rolls (i.e. not including the +4 that was added to each of the eight sets of rolls). If that total is 60 or less, reroll your lowest results (one at a time) until your die-roll total is 61 or greater.

- **As an alternative to the above** — Give each player 86 points to spend on their eight ability scores, but inform them that they *must* have no fewer than 6 points and no more than 16 points spent on any given ability score. If you choose to use this “point-buy” method, all players should use that method instead of rolling, so as to avoid unfairness.

### **STEP ②: Allocate your 8 values**

Players should allocate the eight numbers they rolled to their eight ability scores. Make sure you have the class you want to play in mind, so that you can check that class’s Class Requirements. Your attributes must meet or exceed a class’s Class Requirements in order for you to qualify for that class.

### **STEP ③: Determine class & initial items**

Based on your final ability scores, check the Class Requirements of each class to see which ones you qualify for. Add all of the Initial Items from the chosen class onto your character sheet. Also write down any preliminary skills you get for free from your class.

### **STEP ④: Determine level & skills**

Add the total of all of your ability scores together and subtract -80 from that sum to find your starting level. PCs of level 5 or above get to choose 1 new skill to learn for every 5 full levels they have (i.e. 2 skills at level 10, 3 skills at level 15, etc.).

### **STEP ⑤: Enter additional data**

Calculate your derived and supplementary values such as HP, FP, Luck, and Estus Flask uses.

### **STEP ⑥: Determine your profile traits & memories**

Decide on your name, age, gender, and memories. You get 1 memory from your class’s memory table and 2 memories from the general use memory tables (p. XX).

# PC CLASS: KNIGHT

*A born leader and member of a knightly order who fell in battle. They are often aristocrats and born nobility. With excellent armor and a hefty shield, the Knight is able to protect itself well and has high survivability.*

## CLASS REQUIREMENTS

- Vitality: 15+
- Strength: 13+
- Dexterity: 10+

## STARTING ITEMS

- 《Long Sword》 ×1, p. 115
- 《Knight's Shield》 ×1, p. 121
- 《Knight's Helm》 ×1, p. 125
- 《Knight's Armor》 ×1, p. 125
- 《Knight's Greaves》 ×1, p. 125
- 《Life Ring》 ×1, p. 248

## STARTING SKILL

- *Stance* (Rank 1)

Recommended skill:

- *Bodyguard* (Rank 1)

## KNIGHT MEMORY TABLE

ID	Memory	Description
1	First Meeting With Fiancé	I remember when my family first introduced me to my fiancé.
2	Look of Contempt	I remember the look of contempt on my relative's face when they gave money to a beggar.
3	Day of Liberation	I cherish the day I was released from the monastery that raised me.
4	Shocking Death	A friend's life was cut shockingly short when they fell from their horse.
5	Miserable Hunt	Bitter memories of a hunt gone horribly wrong.
6	Shameful Bribery	I was shocked to discover my family member bribing someone

# PC CLASS: MERCENARY

*Mercenaries are people hired to fight for money. They tend to travel from one battlefield to the next, working for many masters. They are lightly armored, and use their dexterity to fight effectively with light weapons.*

## CLASS REQUIREMENTS

- Vitality: 11+
- Strength: 10+
- Dexterity: 15+

## STARTING ITEMS

- 《Mercenary Paired Swords》 ×1, p. 116
- 《Wood Shield》 ×1, p. 121
- 《Mercenary Helmet》 ×1, p. 125
- 《Mercenary Armor》 ×1, p. 125
- 《Mercenary Trousers》 ×1, p. 125
- 《Life Ring》 ×1, p. 248

## STARTING SKILL

- *Footwork* (Rank 1)

Recommended skill:

- *Spinning Strike* (Rank 1)

## MERCENARY MEMORY TABLE

ID	Memory	Description
1	Valiant Sacrifice	An injured family member sacrificed themself to save me.
2	Burn It All Down	I helped spread flames to burn an entrenched enemy.
3	Blade Sharpening	Endless sharpening & cleaning of my blades, a personal ritual.
4	Love Lost to War	The feeling of my first love having been lost in war.
5	Taste of Victory	The feeling of sharing wine with friends around a fire after a battle.
6	Cold Weather March	Days & days of trudging through the snow in a distant, cold land.

# PC CLASS: WARRIOR

*Warriors are people who fight for their land or for an organization of some kind—like a pirate crew or a nation’s army or navy. They are excellently balanced for both offense and defense, and work well as the cornerstone of a group’s combat strategy.*

## CLASS REQUIREMENTS

- Vitality: 11+
- Strength: 13+
- Dexterity: 8+

## STARTING ITEMS

- 《Battle Axe》 ×1, p. 117
- 《Round Shield》 ×1, p. 121
- 《Northern Helmet》 ×1, p. 125
- 《Northern Armor》 ×1, p. 125
- 《Northern Trousers》 ×1, p. 125
- 《Life Ring》 ×1, p. 248

## STARTING SKILL

- *Bloodbath* (Rank 1)

Recommended skill:

- *Warcry* (Rank 1)

## WARRIOR MEMORY TABLE

ID	Memory	Description
1	Blacksmith’s Flame	Staring at the forge’s flame as your family member worked metal.
2	Way of the Craftsman	Training hard as an apprentice under my master’s tutelage.
3	Sound of Axes	The echoing clatter of axes in the forest, cutting down trees.
4	Sentinel Lights	A place of safety in the night, warm & lit, jealously guarded.
5	Loading & Unloading	Days of hard labor with your family, loading & unloading ships.
6	Bloody Beginnings	The inner turmoil of your first kill, as you sat bathed in their blood.

## PC CLASS: HERALD

*Heralds are those who belong to an organization like an army, a lord's court, or a church order. They deliver messages, emblems, documents, and orders. They bear the flags and sigils of their masters. They have means of effective self-defense, and also know some minor miracles while still bearing a good degree of combat power.*

### CLASS REQUIREMENTS

- Vitality: 12+
- Strength: 12+
- Dexterity: 10+
- Faith: 8+

### STARTING ITEMS

- 《Spear》 ×1, p. 118
- 《Kite Shield》 ×1, p. 121
- 《Priest's Bell》 ×1, p. 119
- 《Herald's Helm》 ×1, p. 125
- 《Herald's Armor》 ×1, p. 125
- 《Herald's Trousers》 ×1, p. 125
- 《Life Ring》 ×1, p. 248

### STARTING SKILL

- *Phalanx* (Rank 1)

Recommended skill:

- *Heal* (Rank 1)

### HERALD MEMORY TABLE

1D	Memory	Description
1	Armigery	Long days spent in class learning to identify flags & coats of arms.
2	Short Cut	I'm out of breath, lungs burning, and still I run, and run, and run.
3	Exhaustion	Rushing to meet an exhausted messenger who collapses just out of reach.
4	Death Report	I remember delivering the news of a death, and a family sobbing in pain.
5	Traveler's Alms	I received a donation of warm soup while resting along the roadside.
6	Torchlit Road	I see a dark road, deserted, leading nowhere, lined by rows of torches.

## PC CLASS: THIEF

A *Thief* is someone who makes their living by looting & plundering from others. They sit and wait in ambush somewhere remote for their prey to come to them. They wear light clothing and are quite good at fighting, using special items, and shooting bows.

### CLASS REQUIREMENTS

- Dexterity: 12+
- Luck: 12+

### STARTING ITEMS

- 《Thief's Dagger》 ×1, p. 115
- 《Buckler》 ×1, p. 120
- 《Shortbow》 ×1, p. 123
- 《Thief Mask》 ×1, p. 126
- 《Fugitive's Armor》 ×1, p. 126
- 《Fugitive's Trousers》 ×1, p. 126
- 《Wooden Arrows》 ×10, p. 122
- 《Throwing Knives》 ×5, p. 112
- 《Life Ring》 ×1, p. 248

### STARTING SKILL

- *Item Master* (Rank 1)

Recommended skill:

- *Rapid Fire* (Rank 1)

### THIEF MEMORY TABLE

1D	Memory	Description
1	Felonious Encounter	I was in the wrong place at the wrong time, when someone else was committing arson, robbery, or murder.
2	Professional Criminal	My parents raised me kindly while committing crimes to keep us fed.
3	Manslaughter	An unfortunate accident left someone dead, and I was blamed for it.
4	Turn For the Worse	My lighthearted crime ended up bringing others naught but misfortune.
5	Unfortunate Birth	I was born into nothing, and have had to steal just to survive.
6	False Guilt	I am innocent of the crimes for which I was condemned.

# PC CLASS: ASSASSIN

*Assassins are people whose job or mission in life is to steal the lives of others. They hide in shadows and move through crowds, stalking towards their victims. They fight with a lot of movement and some assistance from minor magics.*

## CLASS REQUIREMENTS

- Vitality: 10+
- Strength: 10+
- Dexterity: 14+
- Intelligence: 10+

## STARTING ITEMS

- 《Estoc》 ×1, p. 116
- 《Sorcerer's Staff》 ×1, p. 119
- 《Buckler》 ×1, p. 120
- 《Assassin's Hood》 ×1, p. 126
- 《Assassin's Armor》 ×1, p. 126
- 《Assassin's Trousers》 ×1, p. 126
- 《Life Ring》 ×1, p. 248

## STARTING SKILL

- *Feint* (Rank 1)

Recommended skill:

- *Stealth* (Rank 1)

## ASSASSIN MEMORY TABLE

1D	Memory	Description
1	Burning Mansion	I remember watching a manor burn to the ground after I set it alight.
2	Piercing Contempt	My family member was a profession reviled & despised by others.
3	Righteous Justice	A memory of a family member telling me where & how they got revenge.
4	Bloodline's Fate	Learning what became of my family members when others learned of their despicable profession.
5	Sudden Goodbye	A family member suddenly weakened and died, and no one knew why.
6	Stolen Names	Memories of all the names of people whose weak lives I stole, now seemingly for no reason.

# PC CLASS: SORCERER

*Sorcerers are people who studied long and hard to master the arts of magic. They use offensive magic to defeat their enemies from afar, and are effective as a group's long-ranged artillery.*

## CLASS REQUIREMENTS

- Attunement: 12+
- Dexterity: 12+
- Intelligence: 12+

## STARTING ITEMS

- 《Mail Breaker》 ×1, p. 115
- 《Sorcerer's Staff》 ×1, p. 119
- 《Leather Shield》 ×1, p. 120
- 《Mage's Crown》 ×1, p. 126
- 《Mage's Robe》 ×1, p. 126
- 《Mage's Trousers》 ×1, p. 126
- 《Young Dragoncrest Ring》 ×1, p. 248
- 《Life Ring》 ×1, p. 248

## STARTING SKILL

- *Concentration* (Rank 1)

Recommended skill:

- *Soul Arrow* (Rank 1)

## SORCERER MEMORY TABLE

1D	Memory	Description
1	Student of Arcana	Endless days & nights learning at an ancient arcane academy.
2	Crumbling Books	The smell and feeling of moldering, ancient books tucked away in a decrepit old library.
3	Satisfied Dinner	A peaceful and cheery dinner with family & friends.
4	Homesick Yearning	A deep pining for my beloved, feeling almost like homesickness.
5	Burning Books	I remember the bitter flames of a mountain of books burned for heresy.
6	Childhood Hawker	I worked as a salesperson from a young age, selling oddities and hard-to-find products of an obscure nature.

# PC CLASS: PYROMANCER

*Pyromancers are sorcerous adepts who have honed both their intelligence & their faith in order to harness the heretical power of fire. They participate in combat with both strong physical attacks and magical flames.*

## CLASS REQUIREMENTS

- Strength: 10+
- Dexterity: 8+
- Intelligence: 12+
- Faith: 12+

## STARTING ITEMS

- 《Handaxe》 ×1, p. 116
- 《Twin-Serpent Shield》 ×1, p. 120
- 《Pyromancer's Flame》 ×1, p. 119
- 《Pyromancer's Hood》 ×1, p. 126
- 《Pyromancer's Coat》 ×1, p. 126
- 《Pyromancer's Trousers》 ×1, p. 126
- 《Life Ring》 ×1, p. 248

## STARTING SKILL

- *Combustion* (Rank 1)

Recommended skill:

- *Fireball* (Rank 1)

## PYROMANCER MEMORY TABLE

1D	Memory	Description
1	Kiln Flame	Memories of staring into the embers of firewood burning in the kiln.
2	Finding Fire	I saw a flame on the ground that didn't burn, I reached out to pick it up, and felt as if <i>it</i> had claimed <i>me</i> .
3	Ups & Downs	My family became traders, all was well until the business failed.
4	Conflagration	I remember a huge fire consuming countless homes, mine among them.
5	Initiation Ceremony	A pyromancer visited us and initiated us into their burning mysteries.
6	Chopping Firewood	Many days were spent chopping down trees and splitting logs into firewood, just to survive.

# PC CLASS: CLERIC

*Clerics are people who have the power to manifest miracles powered by faith in and prayer to the gods and mysteries of the realm. Their magic allows them to recover HP for themselves and their allies, among other wondrous effects.*

## CLASS REQUIREMENTS

- Strength: 12+
- Attunement: 12+
- Faith: 12+

## STARTING ITEMS

- 《Mace》 ×1, p. 116
- 《Blue Wooden Shield》 ×1, p. 120
- 《Priest's Bell》 ×1, p. 119
- 《Cleric's Robes》 ×1, p. 126
- 《Cleric's Trousers》 ×1, p. 126
- 《Life Ring》 ×1, p. 248

## STARTING SKILL

- *Obedient Prayer* (Rank 1)

Recommended skill:

- *Heal* (Rank 1)

## CLERIC MEMORY TABLE

ID	Memory	Description
1	Cloistered Monastery	I was closed off from the daily lives of others, sent away by my family to a strict monastery.
2	Magnificent Temple	I remember a glorious view of a massive temple, light streaming through tall, arched windows, almost like a vision from a dream.
3	Table Prayers	A happy gathering around a simple meal, prayers and blessings on our lips.
4	Unrequited Love	The one I loved never returned my affections, and so I would weep.
5	Corrupted Cleric	I witnessed something I shouldn't have: a secret agreement between high-ranking clerics and a powerful noble.
6	Holy Pilgrimage	Memories of somber prayers while on a trying pilgrimage to a sacred place that I never reached.

## PC CLASS: DEPRIVED

*The Deprived are people from distant lands far from wealthy cities, or else those forgotten ones who languish in abject poverty within those cities. They have very few advantages and will struggle in battle against very unfavorable odds.*

### CLASS REQUIREMENTS

- None

### STARTING ITEMS

- «Club» ×1, p. 117
- «Plank Shield» ×1, p. 120
- «Loincloth» ×1, p. 126
- «Life Ring» ×1, p. 248

### STARTING SKILL

- *Master of Evasion* (Rank 1)

Recommended skill:

- Any

### DEPRIVED MEMORY TABLE

1D	Memory	Description
1	A Warm Embrace	On the bitter cold nights, my family would huddle together for warmth.
2	Hatred & Stoning	They called me a stranger and a thief, they chased me away, throwing stones at me.
3	Hunting for Food	I remember a difficult hunt, the prey drained of blood and butchered.
4	First Love & Parting	A painful farewell to the person who was my childhood love.
5	Bonfire Dinner	I recall a warm scene, dinner with my family around a roaring fire.
6	A Harsh Journey	Every day we trudged through a harsh and unwelcoming environment as my family traveled endlessly.

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### RANDOM PROBABILITIES INSERT

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# CHAPTER 2 — BASE RULES

In this chapter, you'll learn various game procedures such as:

- *Action Judgment*, the process by which success and failure of PC actions is determined.
- *Battle*, which explains battles with enemies.
- And more, besides.

## 2-01. HOST PC & WHITE PHANTOM PCs

When playing with 2 or more players, one should be decided on as the **Host PC**, and the rest should be considered **White Phantom PCs**.

### 2-01-01. THE HOST PC

The Host PC is the “protagonist” of their own world. The White Phantom PCs (described below), cannot exist in the Host’s world without the Host being there, so they’re pretty important. If you’re playing with only 1 PC, they are automatically considered to be the Host.

### 2-01-02. WHITE PHANTOM PCs

The White Phantom PCs join the Host’s world from parallel realities and timelines, drawn in by the Host to aid in their journeys. They intentionally reach out across worlds by inscribing their names with a White Sign Soapstone, so that they can be summoned by Hosts in other worlds (like in the story on p. 8). Writing your name with such an object causes the sign to appear in all worlds “nearby” to yours, allowing Hosts to touch the name and summon you in the form of a White Phantom.

### MAKING DECISIONS AS A GROUP

The Host PC is the one whose world is being explored, so they should generally be allowed to make final decisions about how to proceed when such questions arise. The White Phantoms are there to help, though, so their advice and opinions should always be taken under advisement!

### NON-VERBAL COMMUNICATION METHODS

White Phantom PCs are not “Unkindled Ash” entities like the Host PC—or rather, they *are* Unkindled Ash in their own worlds, but when they’re summoned, they take on the form of solid spirits called *Phantoms*. In the original DARK SOULS video games, it’s impossible for Hosts & Phantoms to directly communicate with one another verbally, instead relying on a variety of different gestures and non-verbal communication. Therefore, if you’d like for your characters to try communicating non-verbally, you’ll be able to enjoy an atmosphere even more evocative of the original games!

That said, during battles, action judgments, item exchanges, and other gameplay interactions, it'll be necessary to communicate through normal conversation. The option to use non-verbal communication between Hosts & White Phantoms is only intended for use in creating a particular atmosphere outside of combat or in situations where numbers and dice rolls aren't necessary. There should be **no penalties of any kind** if these optional rules aren't adhered to.

The GM is free to not adopt this optional rule, and if the rule is being used, that should be communicated and explained to all players before the session to make sure they're okay with that idea. If you try it and people don't like it, you're also free to change it later.

If you wish to use non-verbal communication between PCs, please prepare the "Gesture Chart" (p. 298~299) and make it available for all players. These are gestures from the original game, and will allow you to enjoy an authentic atmosphere even more!

## 2-01-03. DEATH OF A PC

PCs are not strictly human as you understand, they are Unkindled Ash. Death is temporary and the PCs are able to revive themselves from death as many times as they have the remaining will and sense of self to do so. A PC who reaches 0 HP does the following:

- **Death Penalty** — Lose 1 of your memories, selected at random. If you lose your last memory, your heart breaks, your will evaporates, and you become a mindless undead (one of the "Lost", described later).
- **Death of the Host PC** — If the Host PC dies, the White Phantom PCs are also forcibly ejected from the Host's world and returned to their own world. White Phantoms are *also subjected to the above Death Penalty* whenever their Host dies. They lose a randomly determined memory and are in all other ways treated as having themselves died.

## 2-01-04. REVIVAL OF A PC

As long as a dead PC does not become one of the Lost, they are revived using this process:

- **Revival of the Host PC** — The deceased Host PC is revived at the feet of the Fire Keeper, and performs *Resurrection Resource Reallocation* (see below).
- **Revival of White Phantom PCs** — White Phantoms are returned to their original worlds and resurrect at the location where they inscribed their names to be summoned. They undergo the process of *Resurrection Resource Reallocation* (see below).

White Phantoms can return to the world of the Host by writing their white sign down again. Strictly speaking, it's necessary for Phantoms to move to the Host's current location in their own world and write their signature there, but for the sake of simplifying gameplay, it's recommended that this part of the process be omitted.

If the White Phantom is revived and returned outside of combat, they'll resurrect on the spot as normal, but if they die during battle, their resurrection is handled by the Host PC's White Summoning Sign (p. 87).

## RESURRECTION RESOURCE REALLOCATION

Resurrected PCs have their HP, FP, Luck, Estus Flask uses, and Ashen Estus Flask uses all recovered to their maximum values. If the Host PC dies, the Fire Keeper will reach out and grant PCs 1000 Souls per player.

### 2-01-05. LOST CHARACTERS

A player who has lost all three memories will disappear, returning to their own world along with all their items and souls. The character can effectively be thought of as permanently deceased, as they stalk their original world as a mindless undead.

Players whose PCs have become Lost may make a new PC. Also, see p. 143 if you lose your PC while playing a scenario from this book.

## 2-02. PC RESOURCES

This section provides information on how to manage your PC's important resources: their HP, FP, Luck, Estus & Ashen Estus uses.

### 2-02-01. HIT POINTS (HP)

HP (Hit Points) is a measure of physical endurance for PCs, NPCs, and the enemies that you face during gameplay. The higher your HP, the greater survivability & tenacity you have. HP is represented by a number of squares like this: .

#### MAXIMUM & CURRENT HP

HP is tracked in two values as "Max HP" and "Current HP". "Max HP" measures your character's normal maximum quantity of HP when fully intact and healthy. A PC's maximum HP is equal to  $5 + \text{their Vigor ability modifier}$ , meaning you have a number of  equal to that number. Max HP can only increase by leveling up your Vigor score and changing equipment (either wearing items which increase HP or removing such items). Maximum HP does not decrease due to battles or events.

"Current HP" indicates your character's current status, when their HP fluctuates due to suffering damage from attacks or scenario effects which have harmed them. At the start of any scenario, a PC's current HP should equal their maximum HP.

#### HP MANAGEMENT

You can manage your character's HP in the HP column of the character sheet. Each  in the HP column indicates 1 HP. Crossing a  out or putting a check in it with a writing utensil indicates that your current HP has decreased by 1. Enemy and NPC HP is managed by the GM

in the same way. If you see rules telling you to decrease, lose, or consume HP, mark them through as if you'd suffered damage to indicate that your current HP has been lowered.

- **Current HP = 0** — If you've checked through all squares of HP that your character has, they have died. See 2-01-03. *DEATH OF A PC* for more information on PC mortality. When an enemy's HP has reached 0, you've defeated it and you claim its souls.
- **HP Recovery** — If a rule tells you to "recover HP" it means to uncheck or erase a number of marks through your HP squares equal to the amount of HP recovered. HP is most commonly recovered by using your Estus Flask (p. 68) or by resting at "Bonfires" (p. 88) that exist throughout a scenario. Skills, magic, and scenario events can also lead to you recovering HP. There is no HP recovery in this game from "healing naturally over time", only from stated effects.

## 2-02-02. FOCUS POINTS (FP)

FP (Focus Points) are a resource that represents a PC's degree of mental fortitude, attention, and general fatigue. FP may be reduced by the results of an action judgment (p. 70), or consumed by paying the FP cost of various skills and magic spells.

### MAXIMUM & CURRENT FP

Like HP, FP is tracked in two values as "Max FP" and "Current FP". A PC's Max FP is equal to 5 + their Attunement ability modifier, meaning you have a number of  equal to that number. Additionally, the processes for tracking and changing your Max or Current FP are generally the same as those for HP, except that the causes of gaining and losing FP are different.

### FP MANAGEMENT

You can manage your FP in just the same way as you do your HP, by checking the  boxes in the FP column of your character sheet whenever one is spent, or unchecking boxes when FP is regained.

- **Current FP = 0** — If you're out of FP, nothing happens in particular. If you would be forced to reduce FP by an action judgment or other effect while at 0 Current FP, you must reduce HP instead. PCs with a Current FP of 0 may not declare the use of skills or magic that consume FP as a cost.
- **FP Recovery** — FP is recovered in the same way as HP, except that it's regained by using your Ashen Estus Flask instead of your Estus Flask. Bonfires also restore your FP.

## 2-02-03. ESTUS & ASHEN ESTUS FLASKS

PCs and certain enemies have special potion bottles called "Estus Flasks" and "Ashen Estus Flasks". Estus Flasks are used to recover HP and Ashen Estus Flasks are used to recover FP.

## NUMBER OF USES & ALLOCATION OF BOTTLES

Initially created PCs can use their Estus Flask & Ashen Estus Flask up to 4 times *in total*. At the start of any scenario, the PCs should decide how many of their 4 uses they would like to apportion to their Estus Flask and how many to their Ashen Estus Flask, and fill that out on their character sheet (e.g. “Ashen Estus: 3 uses, Estus: 1 use”). At this time, the character’s Estus uses are at their maximum.

The total number of uses for their flasks that a PC has access to will increase depending on the scenario being played. When GMs create their own scenarios, it’s a good idea for them to refer to sample scenarios in this book, based on the level of their PCs, to judge how many Estus uses their scenario should give the PCs.

## RECOVERY AMOUNT

Initially created PCs have an Estus Recovery Amount value of 3, meaning that when they use an Ashen Estus or Estus Flask, they regain 3 FP or HP as appropriate for the flask used. Like with the number of uses, the Recovery Amount increases depending on the scenario being played.

## RESTORING SPENT FLASK USES

Spent uses of your Estus Flask will recover at the start of a scenario, and whenever you rest at a Bonfire (p. 68).

## NO SHARING OF FLASKS

Estus Flasks and Ashen Estus Flasks can only restore the HP and FP of their owners, and have no recovery effect when used on others. These flasks are bonded to the essence of individual Ashen Ones, and cannot be shared.

## USING YOUR FLASKS

You can generally use your flasks whenever you want, except while in the middle of resolving an action judgment (p. 70). When using a flask while in combat, you must spend 1 action die (p. 82); the spent die’s value does not matter, so it’s wise to use lower-value dice if you wish to drink from your flasks while in combat. You may only do this on your turn during combat.

## 2-02-04. MANAGING LUCK

Luck is a resource that allows players to reroll various checks (p. 93). Your maximum number of Luck points is equal to your Luck ability score. Your current Luck goes down as you spend points, and you are restored to your maximum available Luck points by resting at a Bonfire.

## 2-02-05. BONFIRES

Ashen Ones’ source of vitality and existential warmth, the thing which allows them to rest and recuperate, are called *Bonfires*. PCs resting at a Bonfire are able to recover all lost & spent

resources, such as HP, FP, Luck, and Estus uses. Bonfires are also connected to the Firelink Shrine (p. 99), which is a sort of metaphysical nexus that serves as the PCs' "home base".

## LIGHTING BONFIRES

There are many Bonfires throughout the world whose flames have gone out. An unlit bonfire is useless to you, but the Host PC, as an Ashen One, can share a spark of the embers within them to ignite unlit Bonfires once again.

## RESOURCE RECOVERY

When a PC rests at a lit Bonfire, allowing the flame to kindle the embers within them, their current HP and FP are restored to their maximum values. Likewise, all spent uses of your Estus and Ashen Estus Flasks are restored by the warmth of the flame. Lastly, any spent points of Luck are also restored.

## THE BONFIRES ARE LINKED

The Bonfires scattered across the world are connected to one another, even if they're spatially quite distant from each other. If you light two or more Bonfires in different locations within a scenario, you're able to instantly transport yourself between those lit Bonfires by resting at one.

## BONFIRES & ENEMIES

In the original DARK SOULS video games, using a Bonfire will resurrect most or all of the enemies you've already killed! However, this book does not recommend causing enemies to be revived in this way. This is because progression through an area, and through combat, in a TRPG is different from in a video game, and having to re-do combat encounters may become redundant work, thereby reducing the fun of the session.

## 2-03. ACTION JUDGMENT

Action checks are rolls used to determine the success or failure of a PC's uncertain actions. Action Judgment is a rule used when instructed by a procedure or scenario event, or when the GM deems it necessary to resolve an uncertain event. Action Judgment is mostly used outside of combat and serves primarily as the basis for judging non-combat-related actions.

Action Judgment is a procedure that follows six steps from Step ① ~ Step ⑥.

### **STEP ①: GM Determines Necessity**

The GM decides whether an action check is even necessary. When running a scenario or when certain rules from this document come into play, the GM may be directed by the text to call for an action check. Other times, the GM may decide an action requires the PCs to attempt a check, even if no rules have expressly told them to.

In such cases, the GM's criteria for judging whether they should call for a check should be:

- Would calling for an action check make this action more dangerous and tense?
- Would calling for an action check be exciting and fun?
- Does the GM not already know the outcome of the action, so a check would be helpful?

If you don't want the PCs to have a chance of failing something, don't make them roll for it. Likewise, if something is flatly impossible, don't make them roll for it, they just fail at the action.

### **STEP ②: Decide If It's an Active or Passive Check**

The GM must determine if the check to be attempted is an "Active" or "Passive" action. It's important to clearly state to the players whether an action check they're about to attempt is Active or Passive. The main difference between these two is that Active checks have a chance of consuming FP, while passive checks don't consume anything by themselves.

When running a scenario, the text will specify if an action check is Active or Passive, but when the GM is prompting checks based on PC actions, use the following criteria for deciding:

- If the PCs must consciously, intentionally perform the action: Active check.
- If the PCs perform the action unconsciously or incidentally: Passive check.

### **STEP ③: Decide on the Reference Value**

When judging an action check, the GM decides (or is prompted by the text of a scenario) which ability score will be used as the "Reference Value". Basically, this means deciding which ability score the action check will be based on. If the GM isn't sure which ability score should be used, they can ask the players to explain how they're approaching the action.

### **STEP ④: Determine Target Value**

Before rolling an action check, the GM must decide on and reveal to the players the "Target Value", which is the number the players are trying to reach or exceed with their rolls and modifiers. In scenarios, the target values for checks are found in scenario and enemy data. If the GM is prompting a check unrelated to rule text, use the following table:

Target Value	Judgment Criteria
8	A fairly easy action.
10	An easy action, but one requiring <i>some</i> practice.
12	If you're good at what's being attempted, you should succeed about 50% of the time.
14	Has a solid chance of failure, even if you're very skilled.
16	An action which even a master would fail at their first time.

### **STEP ⑤: Confirm PC Participation**

If the action check is to be Passive, the GM can decide which PCs should be involved. If the action check is Active, though, they must ask the PCs to confirm whether or not they'd like to be involved after learning the check's ability score reference value and difficulty target value. This is because Active checks risk the rolling PC losing FP, and some PCs may not be in a position to take that risk.

If no one else will take the check, it's up to the Host player to do so, though they can always decide they don't want to attempt the check at all (though in some scenarios, this may have consequences).

#### **STEP ⑥: Determine Success or Failure**

The PC or PCs who chose to act in step ⑤ must roll their dice to determine the success or failure of the action check. Roll 2D + the modifier of the ability score used as the reference value. If your total was equal to or higher than the target value, you succeed! Otherwise, you fail to achieve what you were attempting.

- **Check for FP consumption!** — For Active checks (and *only* Active checks) the value of each die rolled is also checked. If any dice provided a result of 1, the acting PC loses  $-1 \square$  FP. If you rolled two 1s, you would therefore lose  $\square\square$  FP.

### 2-03-01. ACTION JUDGMENT & ABILITY SCORES

Action judgments found in this text appear in the form of “(Ability Value used)(Target Value)”, after which is indicated whether the check is to be Active or Passive. For example: “Strength 10, Active” would be an Active check of the PC’s Strength ability, with a target of 10.

But what kinds of tasks should be assigned to the different ability scores?

#### VIGOR CHECKS

Vigor is a measure of your health and resilience. It should be rolled to determine whether you’re affected by a disease or poison, how long you can hold your breath, and so on.

#### ATTUNEMENT CHECKS

Attunement is your ability to harmonize with and fit into your surroundings. You can also use it to represent intuition and awareness of your environment.

- **Surprise Checks** — (p. 92) A common Passive Attunement check rolled to notice an enemy when they’re hiding to ambush you.

#### VITALITY CHECKS

Vitality represents your endurance, your ability to persist through hardships, carry heavy burdens, and toil without rest. Use when traveling or carrying heavy objects.

## STRENGTH CHECKS

Strength is primarily a measure of your arm and leg strength—that is, your ability to push and lift things. It would be a good choice to roll when pushing, pulling, lifting, or breaking things.

## DEXTERITY CHECKS

Dexterity refers to both agility of movement and manual precision. It would be good to roll when motor skills are in question or when quick reflexes would be useful.

## INTELLIGENCE CHECKS

Intelligence represents your character's general level of education and knowledge, as well as their skill with magic and sorcery. It is good to roll for deciding if a character would know something or be able to figure something out.

## FAITH CHECKS

Faith represents a person's faith, capacity for hope, and their ability to trust or earn others' trust. It is good to roll when you want to gain someone's trust in interpersonal conversation.

## LUCK CHECKS

Luck is both a character's cosmic destiny and their minor fortunes. It's best used as an ability when no amount of skill or focus matters so much as just dumb luck.

- **Booty Checks** — (p. 90) A common Active Luck check you can attempt to see if an enemy you've defeated dropped any items for you to take.

# 2-04. BATTLE

This section covers the rules which govern PCs' fierce battles with their enemies. Compared to other sorts of scenes, it can be helpful to have a “battle sheet” and markings or tokens to represent the PCs or NPCs. This isn't strictly necessary, but can help people to visualize the action and keep track of where everyone is. In other scenes it's recommended that players have 2 dice on hand, but in battle the players controlling the PCs should have at least 5 dice available to them. The GM only needs 1~2 dice.

## 2-04-01. OVERVIEW OF BATTLES & TURNS

In battle, time progresses in units called “turns”. PCs have 5 dice called “Stamina Dice” which they roll at the start of a turn and which they spend both to attack (action) and defend (reaction) during that turn. Stamina dice represent the stamina gauge used in the original DARK SOULS video games to control a character's ability to fight & defend themselves.

Each character, whether friend or enemy, will have one action opportunity per turn. At the start of a turn, characters make an “Initiative Check” roll to decide who acts first.

There’s no strict concept of distance or fine positional relationships in this game’s combat system. The player whose turn it is can take aim at any opponent regardless of weapon, as long as their would-be target exists within the “Melee Area” (explained later). Based on the attacker’s method of attack, the defending character can choose how to react: “guard”, “avoid”, or simply choosing to accept the attack.

If you spend too many of your stamina dice for the turn on attacks, you won’t have much left over to react to enemy attacks... playing so dangerously will give you the real thrill of battle!

## TURN ORDER SUMMARY

- ① TURN START (p. 77)
  - Turn begins. Resolve any “Start of Turn” effects.
  - Characters regain spent stamina dice, to their normal amount (5).
- ② INITIATIVE CHECK (p. 78)
  - Only characters who haven’t already acted this turn get to participate.
  - Characters roll an “Initiative Check” — (2D + Dexterity modifier).
  - Characters get their action opportunities proceeding with the highest Initiative roll to the lowest. Characters with the same Initiative as one another **lose** their action opportunity for the round (this is called *Initiative Batting*). Their turn is delayed until the next time Initiative is rolled (see step ④), but all characters affected by Initiative Batting regain 1 point of spent Luck.
- ③ ACTION OPPORTUNITIES (p. 82, 85)
  - Proceeds in order from highest Initiative check outcome to lowest.
  - As a result of a character’s actions, you may need to immediately resolve their targets’ defensive reactions, as well.
- ④ REPEAT (p. 78)
  - Repeat steps ② ~ ③ until all creatures involved in the battle have acted once.
- ⑤ TURN END
  - Turn ends. Resolve any “End of Turn” effects.
  - Return to ① as the next turn begins.

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## FIRST ANDRE & FIRE KEEPER MANGA INSERT

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## 02-04-02. START & END OF BATTLE

Battle begins when:

- When indicated in the scenario
- When the GM declares that a battle with an enemy has begun

Battle ends when:

- When all enemies have been annihilated
- When the Host PC dies (p. 65)
- When all PCs escape the battle (p. 87)
- When all PCs have been wiped out
- When indicated by rules text in the scenario
- When the GM declares the battle has ended

Strictly speaking, even when a battle ends, game processes continue until the end of the last turn for that battle. Effects with a duration of “until the end of battle” are lost when battle ends.

## 02-04-03. BATTLEFIELDS

Combat takes place within a “Battlefield”. The battlefield consists of a “Melee Area” and “Safe Zone Areas”.

### THE MELEE AREA

In the Melee Area, actual battle actions and game processes like attack and damage are performed. It’s where the main fighting is actually occurring.

Unless otherwise stated by special scenario conditions or the outcomes of action checks, PCs usually begin battles within the Melee Area. Creatures are only considered valid targets for most actions & skills while they’re in the Melee Area (though there are exceptions). Any number of characters can exist within the Melee Area, regardless of whether they’re PCs, NPCs, or monsters, and regardless of their physical size.

### SAFE ZONE AREAS

The “Safe Zone Areas” are safe from both enemies and allies alike. Any actions which state that they only affect or can target creatures within the Melee Area cannot affect or target creatures located in a Safe Zone Area. Characters within the Melee Area can move to a Safe Zone Area by taking the “Area Move” action (p. 87).

There are a maximum of 5 Safe Zone Areas in any battlefield, and the GM must announce to the other players how many Safe Zones there are at the start of each battle. In the sample scenarios, each battle has a clearly listed number of Safe Zones. Only one character can exist within each Safe Zone Area at a time.

Characters located within a Safe Zone are moved back to the Melee Area at the start of each turn of a battle (step ① on p.38). A character can only occupy a given Safe Zone Area once in a single battle. When the turn ends and the character is ushered out of the Safe Zone Area and back into the Melee Area, the Safe Zone they were occupying is no longer available, having been closed off by the movements of their enemies and the shifting of the landscape of battle. In order to represent this, mark off the box on the battlefield sheet representing the Safe Zone that was “used up”.

As you can see, the number of Safe Zone areas reduces as the battlefield expands and the fighting rages on! This is to reflect that the battle is heating up and areas of safety are being closed off by the movements and actions of the enemies and PCs.

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## BATTLEFIELD SHEET INSERT

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### FLEEING FROM BATTLE

Characters who successfully escape a battle (p. 87) are completely removed from that battle and can't return to it after the fact. In effect, you must keep running if you wish to remain having escaped it! If the Host PC escapes a battle, all White Phantom PCs must continue fighting until they successfully escape, die, or kill the enemies.

### 2-04-04. START TURN PHASE

At the beginning of each turn of combat, perform the Turn Start process. If it's the first turn of a battle, first determine the enemies' initiative value. After doing so there are two things to do: Resolve the Turn Start process, and restore all characters to 5 Stamina Dice.

- **Enemy Initiative** — At the start of a battle, you must first determine the enemy's initiative values (p. 79).
- **Resolve Turn Start process** — At the start of each turn of battle, resolve all effects which have a timing of [Start of Turn]. It's possible that there may be several [Start of Turn] effects you need to resolve. In such cases, the GM resolves any scenario effects first in any order they choose, then picks an order to resolve any player-caused [Start of Turn] effects. The order chosen is arbitrary, but should remain consistent once chosen. Lastly, the GM resolves any [Start of Turn] effects caused by enemies one by one in an arbitrarily chosen order.
- **Stamina Dice Recovery** — Each PC's Stamina Dice are restored to their normal maximum of 5. Stamina Dice are used to pay for the actions a character takes on their action opportunity, so they're very important.
- **Disappearance of Safe Zones** — Characters who were in a Safe Zone Area on the previous turn are returned to the Melee Area, and all previously occupied Safe Zone Areas are removed, no longer available in this combat encounter. Removed Safe Zones should be checked off on the Battlefield Sheet.

### 2-04-05. INITIATIVE CHECK PHASE

Initiative Checks are a process for deciding the order of character actions in combat. All characters who have not yet acted this turn must roll an Initiative Check (2D + Dexterity modifier). After checking each character's initiative, characters get their action opportunities in order from the highest roll to the lowest. Then, once everyone who can act has done so, anyone who didn't get to act may roll an Initiative Check again and take their actions.

In other words, the standard turn process is to proceed from Initiative Checks □ to Action Opportunities □ back to Initiative Checks for anyone who didn't get to act. The process continues repeating from there until the combat encounter is resolved, but there are some other things involved in each of those steps.

- **Only characters who haven't acted yet may roll** — If you've already acted this turn (such as if this is the second Initiative Check for the turn), you do not roll. Otherwise, you may roll for Initiative.
- **Initiative Value and Action Opportunities** — After rolling Initiative, all characters' Initiative Values are written down in a list from highest to lowest, and the characters get to resolve their Action Opportunities in that order.
- **Initiative Checks** — Players roll  $2D + \text{Dexterity modifier}$  to determine their Initiative Value for the turn. Initiative Checks don't count as Active checks, so you don't lose FP for rolling 1s on the dice.
- **Initiative Batting** — If multiple characters (friend or foe) end up with identical initiative values, they experience "Initiative Batting". This means that the players cannot act this Initiative pass and recover a point of luck.
  - **Action Delay** — When you're affected by Initiative Batting, you cannot take your Action Opportunity for the turn! This affects even monsters, as well, and represents a situation where the characters tried to move at the same time, or moved suddenly in a way which interfered with one another's plans. A sudden, unhelpful movement which forces you to back away or try again after a moment's hesitation. Note that rolling really well is no protection against Initiative Batting! If you roll really high and someone else rolls the same number you still flinch.

*For example: If PC1, PC2, and Enemy 1 all have Initiative Value 12, PC3 and Enemy 2 both have Initiative Value 10, and Enemy 3 gets an Initiative Value of 8, then all three characters with Initiative 12 are Batted (lose their action), the two characters with Initiative 10 are also Batted, and as a result only Enemy 3 with the Initiative of 8 gets to act on this pass through the turn!*

- **Luck Recovery** — When you're affected by Initiative Batting, you're able to reevaluate the situation and come up with a better plan. You recover 1 spent point of Luck. Because this could happen to anyone at any time, you should remember to spend Luck regularly! Enemies gain no such benefit from Initiative Batting.
- **Determining Enemy Initiative** — Enemies have a value or dice formula listed under the Initiative section of their statblock. Under normal circumstances, the GM rolls for each enemy's Initiative Value at the start of a combat encounter and then the rolled number does not change. They should write it down on the Battlefield Sheet so that everyone can see what that enemy's initiative value will be for the rest of the battle. Even though it normally won't change, some skills or items could adjust an enemy's Initiative Value after it has been determined.

If more than one enemy has the same Initiative after rolling, the GM should reroll their dice until the enemy gets a unique Initiative number not held by the other enemies.

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## **SECOND ANDRE & FIRE KEEPER MANGA INSERT**

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### **2-04-06. STAMINA DICE**

The actions a PC can take during their Action Opportunity is determined by their Stamina Dice. Each PC gets to roll up to 5 Stamina Dice at the start of their Action Opportunity. You decide how many of your 5 dice you'd like to roll and use immediately as "Action Dice", and how many you'd like to hold in reserve to keep as "Reaction Dice" to respond to enemy actions that may target you.

#### **SORTING YOUR DICE**

In order to keep from mixing up your dice and to easily keep an eye on how many you've already spent, remember to separate the dice you've put aside as Action Dice from the dice you've kept in reserve as Reaction Dice. When you roll an Action Die, think of it as having already been spent. Likewise, when a Reaction Die is rolled, it's also considered spent.

A PC that runs out of unspent Stamina Dice cannot roll for any actions or reactions until the start of the next turn, when their Stamina Dice are restored.

### **2-04-07. ACTION DICE**

"Action Dice" are Stamina Dice that you've chosen to spend on actions during your Action Opportunity in combat. The act of rolling one's Action Dice is also, in some ways, the act of figuring out what you'll be able to do on your turn!

#### **TAKING ACTIONS**

When it's your Action Opportunity during a turn, you must declare how many of your Stamina Dice will be used as Action Dice and how many will be kept in reserve. This decision can't be taken back or adjusted later—you commit to a course of action and then roll dice to find out how it worked out for you.

Roll all of your Action Dice at once after declaring how many Action Dice you want to use. You may not choose to roll more dice after seeing their outcomes.

Once you've rolled all of your Action Dice, you can look them over and see what kinds of actions you can afford to do on your Action Opportunity!

## CONSUMING ACTION DICE

Using actions on your turn requires you to spend your rolled Action Dice (explained in more detail later). Action Dice spent to pay the cost of one action cannot be spent to pay the cost of a different action, they are used up. Spent dice should be moved somewhere out of the way until the start of the next turn replenishes your Stamina.

- **Unspent Action Dice** — If you end up not wanting or not being able to spend all of your dice, those leftover dice are considered spent after you've finished resolving your Action Opportunity for the turn. Use your dice wisely!

## 2-04-08. REACTION DICE

Reaction Dice are resources you hold in reserve to help you react to the attacks and actions of your enemies, such as by guarding or attempting to dodge an attack. Rolled Reaction Dice are considered spent immediately after being rolled, and the act of rolling them will give you a result determining whether or not you were able to respond to the enemy's action successfully.

### REACTION DECLARATION

The player who's being targeted must declare what kind of Reaction they're using—for example, "What weapon/shield are you using to guard yourself?", "Are you dodging?", etc.

## CONSUMING REACTION DICE

Unlike Action Dice which must all be rolled simultaneously, Reaction Dice are rolled one at a time. So, for example, if you roll 1 of your 2 reserved Reaction Dice and are able to pay for the total cost of a particular reaction just with that 1 die, you don't need to keep rolling.

Rolled Reaction Dice are spent until the start of the next turn, when Stamina is replenished.

## 2-04-09. PAYING ACTION & REACTION DICE COSTS

There are several different types of "costs" you'll encounter when looking at player skills and actions. Depending on what your dice end up rolling when you take your Action Opportunity, you'll have many different options for what to do. The cost in Action or Reaction Dice that you pay for an action or reaction is called its "dice cost".

Dice Cost	Explanation
[n]	Pay this cost by spending one or more dice whose total is a value equal to [n] or greater. For example, [6] could be paid with one die reading 6 or two dice reading 3 & 4. "Overflow" values are not taken into consideration.
DICE <sub>n</sub>	Regardless of the value of the dice, you must spend n number of dice.
DICE <sub>n</sub> (Doubles)	Regardless of the value of the dice, you must spend n number of dice, and all of the spent dice MUST have the same value as one another.

## INSUFFICIENT VALUE OF REACTION DICE

As a result of rolling your Reaction Dice, you may end up with an insufficient value to pay for the reaction you wanted to use. Similarly, you might roll 1 Reaction Die and get an unfavorable number and know that even if you rolled another die, you might not get the number you needed. If this happens, you can choose to not keep rolling. In either case, if you're not able to pay for a reaction, that reaction fails to happen and you don't gain its benefits.

Reaction Dice spent in this way are still considered spent, just as normal, until the start of the next turn when Stamina Dice are replenished.

## REACTIONS & REACTION DICE

Every character has access to two “basic” reactions which cost Reaction Dice— Guard and Dodge. You can find more about them on the table below.

Basic Action	Action Die Cost
Attack	[n] (cost of n depends on weapon)
Chain Attack	[n] (as Attack + $\alpha$ )
Escape	[11] + the number of remaining enemies
Use Item	DICE1
Change Equipment	DICE1
Move Area	DICE2
White Summon Sign	DICE1

Basic Reaction	Reaction Die Cost
Guard	[n] (cost of n depends on weapon/shield)
Dodge	Light Armor: [6], Medium Armor: [8], Heavy Armor: [10]

## 2-04-10. RESOLVING ACTIONS

When it's your go in the Initiative Order, you get a chance to decide on how many Stamina Dice to turn into Action Dice and resolve your actions for the turn. This is called your Action Opportunity. As long as you have dice to spend on actions, you can keep performing actions during your Action Opportunity.

For example, if you spent 1 Action Die to use the Change Equipment action and still had left over action dice, you could pay another Action Die to use Change Equipment again to swap out your shield for a different hand-held item.

The basic actions everyone has access to are as follows:

- Attack
- Chain Attack
- Escape
- Use Item
- Change Equipment
- Move Area
- White Summon Sign
- Other

## ATTACK (COST: VARIABLE BASED ON WEAPON)

For the most part, Attack actions can only be executed while you're in the Melee Area (though there may be exceptions). Attack actions deal **Physical** damage to one enemy in the Melee Area.

In order for the PC to Attack, they must spend dice with a total value equal to or greater than the weapon's Attack Cost for each Attack. This cost can be paid with 1 die or several. A character that's attacked in this way has the right to a reaction.

Weapons have both a basic Damage Value and an ability score which they key off of to increase their damage, called their Power Modifier. For most melee weapons, the Power Modifier is Strength, for example. A successful attack that isn't Dodged (p. 83) inflicts damage equal to your *Total Damage*, which is itself equal to the weapon's Damage Value + Power Modifier (so if the weapon uses Strength as its Power Modifier, you would add your Strength modifier to the base Damage Value).

*For example: You have a Strength Modifier of +3 and are wielding a Club, whose 1-handed Damage Value is 15. Your 1-handed Total Damage with the Club would be 18.*

## CHAIN ATTACK (COST: AS ATTACK + $\alpha$ )

Chain Attacks are actions which allow you to increase the Total Damage of an Attack in order to more heavily damage opponents or to even have a chance of damaging tougher ones. Chain Attacks inflict greater & greater damage depending on how many hits you're able to afford with your Action Dice.

Note that you can *only* perform Chain Attacks if the weapon you're using has "CHAIN" in its Attack Cost field, and that you must use the same weapon for all attacks in a Chain.

When attempting a Chain Attack, you must pay for each "HIT" individually, with each HIT costing (the cost of the previous attack + 1). Continuous Attacks can be followed up by further Continuous Attacks as long as you have the Action Dice to pay for it. Each Consecutive Attack

HIT you pay for increases the total damage of your attack by an amount equal to your Total Damage.

*For example: Continuing with the previous example of the 18 Total Damage Club, scoring a 2-HIT Chain Attack would have a Total Damage of 36 (18 + 18), while a 3-HIT Chain Attack would have a Total Damage of 54 (18 + 18 + 18).*

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## WEAPON/SHIELD SHEET SECTION INSERT

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Even though Chain Attacks cost more Stamina than simply repeating the Attack action over and over, the Total Damage of a Chain Attack is compared to the target's Defenses, while multiple Attack Actions have a much lower Total Damage. That said, there may be times when using multiple Attacks is more strategically viable—for instance, if the enemy has several Guard reactions you'd like to make them use up.

Remember that Chain Attack actions require you to have first used an Attack action. You can think of them as an *add-on* action that modifies an Attack. You Attack first, then you can decide if you'd like to use the Attack action again, or put more Stamina into making it a Chain Attack.

## ESCAPE (COST: [11] + NUMBER OF ENEMIES)

Escape is an action that allows you to leave the area of a battle entirely and no longer be subjected to it or able to help your friends. Escape can be used while in either the Melee or Safe Zone Areas. In order to Escape a battle, you must spend Action Dice with a total value equal to [11] + the number of enemies.

Even if the Host PC escapes, the White Phantom PCs must still continue fighting until either they escape or the battle is concluded in some other way.

## USE ITEMS (COST: DICE1)

Use Item allows you to consume uses of your Estus or Ashen Estus Flasks (p. 68), or use a consumable item (p. 111) that you have in your inventory. You may Use Items in either the Melee or Safe Zone Areas.

In order to Use Items, you must spend 1 Action Die (irrespective of its die value). If you wish to consume more than one item, you must spend 1 Action Die *per* item to be used.

## CHANGE EQUIPMENT (COST: DICE1)

The Equipment Change action allows you to swap the weapons and shields listed in the equipment section of your character sheet from the “Ready” state to the “Equipped” state (p. 97). Equipment Changes can be performed while you are in either the Melee Area or the Safe Zone Area.

In order to Change Equipment, you must spend 1 Action Die (irrespective of its die value). You can freely swap between any of three sets of equipment by using this action. For example, you could swap from having a «Longsword» and «Knight's Shield» to wielding a «Longbow», which requires two hands to wield.

### MOVE AREA (COST: DICE2)

Move Area actions allow you to move from the Melee Area to a Safe Zone Area (p. 76) on the battlefield. Move Area actions can only be performed when you're in the Melee Area. In order to use the Move Area action, you must expend 2 Action Dice (irrespective of their rolled values). There must be at least 1 available Safe Zone Area on the battlefield.

### WHITE SUMMON SIGN (COST: DICE1)

This action allows the Host PC to touch the summoning signs left by White Phantoms in order to summon them into the battle. This action can only be performed by the Host PC, and only if a White Phantom player has been removed from the combat by dying. When outside of combat, you may use this action at any time without issue.

In order to use the White Summon Sign action, you must spend 1 Action Die (irrespective of its die value). When used, the summoned White Phantom appears at the start of the next turn, and may roll initiative and join in the battle as normal thereafter.

### OTHER ACTIONS (VARIABLE COST)

Other actions that your character can think of, or which are special actions belonging to enemies and NPCs. The costs and required conditions for performing Other actions vary widely, depending on the context of the action.

If an action would ever inflict【Physical】or【Magical】damage, its target(s) are given the right to make reactions (such as using Guard or Dodge actions to reduce HP loss).

## 2-04-11. REACTIONS

When a character is attacked or faced with a dangerous action, they are given an opportunity to use unspent Stamina Dice (or intentionally set-aside Reaction Dice) to use a Reaction. Only one Reaction can be attempted per action— so if your attempted Reaction fails, you can't try again with another one. As long as you observe the one Reaction per Action rule, however, and still have unspent Reaction/Stamina Dice you can attempt Reactions against as many Actions as you wish.

- **Basic Reactions all PCs have access to** — Guard, Dodge.

### GUARD (COST: VARIABLE BASED ON WEAPON/SHIELD)

When you suffer【Physical】or【Magical】damage, you can Guard to reduce the damage you've suffered. If your Guard is successful, the HP loss you would suffer from the attack is reduced by

an amount equal to your weapon or shield's Block Value. Block Value is expressed in a number of white squares (□), to indicate the amount of HP Loss that is prevented.

*For example: If an attack would have caused you to lose □□□ HP, and your weapon has a Block Value of □, you would only lose □□ HP.*

In order to Guard, first declare what weapon or shield you'd like to use to guard against the attack. This must be one of the weapons or shields you have currently Equipped.

## DODGE (COST: DEPENDS ON CURRENT EQUIPMENT LOAD)

Dodge reactions allow you to potentially avoid *all* of the damage from an attack, rather than reducing it. Additionally, any other effects of the attack not related to damage would also be avoided. With a successful Dodge, you aren't affected by the attack at all.

The tradeoff is that the cost of Dodging is usually much higher than Guarding. In order to Dodge successfully, you must pay dice matching a Reaction cost based on your current "Equipment Load", based on your Vitality ability score. Dodge costs can be paid with multiple dice if necessary. Check the table below to determine the weight of your Equipment Load, which includes the weight of your currently listed weapons & shields, and all of your worn armor.

## DODGE COST TABLE

Equipment Load	Dodge Cost	Total Equipment Load
Light Load	[6]	0 ~ Vitality Score
Medium Load	[8]	(Vitality + 1) ~ (Vitality × 2)
Heavy Load	[10]	(1 + [Vitality × 2]) ~ (Vitality × 3)

## OTHER REACTIONS (COST: VARIABLE)

PCs using special Skills that give them other Reactions will pay the costs shown in those Skills, and resolve them per the rules of the Skill being used. Enemies may also have their own special Reactions, which are explained in the enemy's statblock.

## 2-04-12. END OF THE BATTLE

When a battle ends with you having defeated at least 1 enemy, you must calculate and record acquired souls and roll "Booty Checks".

## RECORDING ACQUIRED SOULS

At the end of a battle in which at least 1 enemy was defeated, the surviving PCs receive souls from the defeated enemies equal to the sum total of all defeated enemies' *Souls Earned* values. All surviving PCs receive the same amount of souls, and the amount isn't divided amongst the PCs— each PC gets the full amount of Souls Earned.

*For example: If an enemy worth 100 Souls is defeated, all PCs who survived the encounter earn 100 Souls. Whether there's 1 PC or 4 PCs, all earn 100 Souls.*

## ROLLING BOOTY CHECKS

If you're lucky, and the PCs pay close attention to their defeated foes, they might be able to acquire those enemies' loot. Any PCs who wish to may perform an Active Luck check (p. 70) for each type of enemy defeated. "Each type of enemy" in this case literally means only one check can be rolled for each enemy of the same level and variety; even if there were 3~4 individuals of that type, only one roll would be allowed.

Even if multiple PCs attempt a Booty Check against the same enemy type, only 1 item can be looted from a given enemy type. Players who succeed on their Booty Check may roll 1D and check the result against the enemy's loot table to determine what item is received.

## 2-04-13. DEALING WITH DAMAGE

In order to determine how much HP is lost from an attack, you compare the Total Damage of an attack to the target's Defense against the attack's type (Physical Defense against [Physical] damage, or Magical Defense against [Magical] damage). The higher the Total Damage, the more HP is potentially lost from the attack.

- **Defense Value** — Your Defense Value (DV) is equal to your (Defense + Level Modifier).
- **Determining HP Loss** — If an attack has at least (DV+1) Total Damage, the victim loses  $\square$  HP. For every 10 more Total Damage than (DV+1), the attack inflicts  $+\square$  additional damage.

*For example: If your DV was 10, you would suffer  $\square$  HP from an attack with 11-20 Total Damage,  $\square\square$  HP from an attack with 21-30 Total Damage, etc.*

## HP LOSS BY TOTAL DAMAGE VS DV CHART

Total Damage Received vs DV	HP Loss From the Attack
(0) ~ (DV)	No HP Loss
(DV + 1) ~ (DV + 10)	Lose $\square$ HP
(DV + 11) ~ (DV + 20)	Lose $\square\square$ HP
(DV + 21) ~ (DV + 30)	Lose $\square\square\square$ HP
(DV + 31) ~ (DV + 40)	Lose $\square\square\square\square$ HP
(DV + 41) ~ (DV + 50)	Lose $\square\square\square\square\square$ HP
(DV + 51) ~ (DV + 60)	Lose $\square\square\square\square\square\square$ HP
(DV + 61) and above	Lose $\square\square\square\square\square\square\square$ HP

## PHYSICAL DAMAGE & DEFENSE

【Physical】damage is mostly caused by weapons and monstrous unarmed attacks, and is protected against by wearing heavier, sturdier armor. Use your total Physical Defense Value (found by adding up all the Physical Defense of your armor + your Level Modifier) to determine how much HP you lose when suffering【Physical】attacks.

## MAGICAL DAMAGE & DEFENSE

【Magical】damage is mostly caused by skills, spells, and special items, and is protected against by wearing enchanted or magically powerful clothing or armor. Use your total Magical Defense Value (found by adding up all the Magical Defense of your armor + your Level Modifier) to determine how much HP you lose when suffering【Magical】attacks.

### “RESISTANCE (X)” AND “WEAKNESS (X)”

Some creatures naturally have (and some effects or items can cause you to temporarily gain) “Resistance” or “Weakness” to a particular type of damage. These damage types are things like “Fire”, “Cold”, “Poison”, and so on.

Resistance is measured in a number of white squares (□) similar to the Block Value of a weapon or shield, and indicates that the Resistance quality reduces HP loss from sources of damage which inflict the resisted damage type by that amount. So if a creature has Resistance (Fire □□), they would reduce all HP loss inflicted by Fire damage attacks and effects by -2.

Similarly, Weakness is measured in a number of black squares (□) just like normal HP/FP loss is annotated. Weakness indicates that the creature possessing it increases their HP loss from attacks of the specified damage type by an amount equal to the number of black squares in the Weakness attribute. So if a creature has Weakness (Fire □□), they would increase all HP loss inflicted by Fire damage attacks and effects by +2.

Resistance cannot reduce HP Loss below 0 (i.e., no amount of Resistance will cause the creature to regain health from the damage source), but Weakness can cause the target to potentially suffer more HP loss than the normal maximum HP Loss of 7 (as seen on the “(DV + 61) and above” row of the *HP LOSS BY TOTAL DAMAGE VS DV CHART*, above).

A single creature can have both Resistance & Weakness to the same or different damage types, usually as a result of having a natural Resistance or Weakness and then receiving the opposite from a Skill, Spell, or item effect. In the case of having both Resistance & Weakness to the same damage type, just subtract one from the other to end up with a net Resistance or Weakness equal to the remaining value.

*For example: If a creature has a natural Resistance (Cold □) and suffers an effect that would give them Weakness (Cold □□), they would end up with a net effect of Weakness (Cold □), because the 1 Cold Resistance canceled out 1 “point” of Cold Weakness.*

If the total effect is 0— i.e. both Resistance & Weakness cancel each other out completely— then the creature’s HP loss isn’t adjusted either way when they suffer that type of damage.

## 2-04-14. SURPRISE ATTACKS

When you start a battle in a place or situation where one side is unaware of the other, you've sprung a "Surprise Attack". Surprise Attack is a special condition that only affects the first turn of a battle. Surprise Attacks should not happen frequently, and generally do not occur unless stated within a scenario's text, such as if the group fails a particular Action Check.

### THE SIDE THAT INITIATED THE SURPRISE ATTACK

The creature or group of creatures that initiated the Surprise Attack against the other gets to process their Initiative Rolls and Action Opportunities as normal.

### THE SIDE THAT WAS SURPRISED

The creature or creatures that were surprised are severely disadvantaged for the first turn! They do not roll for Initiative on that first turn (and so do not get Action Opportunities) and may not roll Reaction Dice or use Reactions. Together this means that the first turn of combat after a Surprise Attack is a devastating and very one-sided affair.

## 2-05. HOW TO USE LUCK

Luck is a novel rule unique to the DARK SOULS TRPG and not found in the original DARK SOULS video game series. The Luck resource allows players to reroll their dice to take the new value instead of the original one(s).

### 2-05-01. MAXIMUM & CURRENT LUCK

Just like with FP & HP, Luck is a resource which is tracked as a remaining "Current Value" out of your PC's "Maximum Value", with the current value going down each time you spend Luck, however, the loss of Luck is not 1 point of Luck for 1 reroll.

Instead, whenever you reroll a die by using your Luck, you must mark off a number of  $\star$  of Luck equal to the number of pips on the rerolled die's final value—for example, if you choose to reroll a die and it comes up a 5 (5 pips), you would mark off 5  $\star$  of Luck from your character sheet.

Unlike FP & HP, your current Luck can actually go below 0 into negative values. Your normal *minimum* Luck (the lowest your negative Luck can go) is -5. You can only choose to reroll dice if you have at least 1  $\star$  of unmarked Luck on your character sheet.

When you rest at a Bonfire or start a new scenario, you regain all spent Luck back up to your normal maximum (which is equal to your Luck ability score), and when you suffer Initiative Batting (p.40) you regain 1 point of spent Luck.

### 2-05-02. ROLLS YOU MAY REROLL WITH LUCK

Only certain kinds of die rolls can be rerolled by risking your Luck.

- **Action Check Dice (p. 70)**
- **Initiative Check Dice (p. 79)**
- **Stamina Dice rolled as Action Dice (p. 82)**
- **Stamina Dice rolled as Reaction Dice (p. 83)**
- **Dice that were already rerolled with Luck**

## 2-05-03.WHEN YOU MAY REROLL WITH LUCK

There is a limited window of opportunity during which you can declare that you'd like to reroll. That window of time depends on the type of roll you'd like to reroll.

- **Action Check Dice** — You must decide whether you'll reroll dice rolled as part of an Action Check before giving the GM your final total roll. If multiple PCs are rolling, the players may choose to wait until after all players' results have been rolled before deciding whether or not to risk your Luck on a reroll. They can reroll in this fashion one at a time, so it's not necessary for more than one player to risk their Luck unless they decide to do so.
- **Initiative Check Dice** — You must decide whether you'll reroll dice rolled as part of an Initiative Check before giving the GM your final Initiative Value. If multiple PCs are rolling, the players may choose to wait until after all players' results have been rolled before deciding whether or not to risk your Luck on a reroll. They can reroll in this fashion one at a time, so it's not necessary for more than one player to risk their Luck unless they decide to do so.
- **Action Dice Rerolls** — You may choose to attempt a reroll any of your Action Dice any time before spending them on an Action.
- **Reaction Dice Rerolls** — You may choose to attempt a reroll any of your Reaction Dice before spending them on an Action. Since Reaction Dice are rolled when used, you must choose right then whether or not to reroll it.

## 2-06. HOW TO USE SKILLS

Skills are special abilities like magic spells and combat techniques, like the kind you'd find in the original DARK SOULS video games. Some skills are handled differently than or even contradict certain rules mentioned previously in this text—in such cases, the skill's rule text is given priority over more general rule text.

- **How to Read Skill Data** — An explanation for reading skills can be found on p. 101
- **Where to Find Skill Data** — A list of skills and their rules can be found on the sample PC sheets, as well as on p. 102~110.

## 2-06-01. TIMING NOTATION ON SKILLS

Skills have a specific set of “timing notation” in their ruleblocks that indicate when it’s appropriate for a PC to use a skill. There are four types of basic timing notation: “Ac”, “Re”, “Trigger”, and “Passive”.

- **“Ac” Timing** — Skills with Ac timing can be used as an Action during your Action Opportunity. They can be used at any time when not in combat, except while rolling and determining the success or failure of Action Checks.
- **“Re” Timing** — Skills with Re timing can be used as Reactions. They can also be used at any time outside of combat, except while rolling and determining the success or failure of Action Checks.
- **Trigger Timing** — Trigger skills can only be used when a specific trigger event occurs.
- **Passive Timing** — Passive skills are always in effect from the time you learn them, you do not need to do anything in order to benefit from their effects.

## 2-06-02. SKILL COST PAYMENT

Most skills have a “Cost” component to their rules. A PC using a skill must pay all indicated costs in full before declaring use of the skill. If a skill’s Cost indicates that using it consumes any HP or FP, the PC loses that much HP or FP from their current value of that resource. If the Cost is greater than the PC’s current value of the resource, it cannot be paid and so the skill cannot be used.

If it’s indicated that Action or Reaction Dice are to be consumed, then those dice are expended just like if you’d used them for any other action. Just like other expenditures of Stamina Dice, dice spent on skills will be replenished at the start of the next turn.

## 2-06-03. SKILLS WITH USAGE CONDITIONS

Some skills require that you have a particular type of item equipped in order to use them. These skills are usually special actions that perform differently (or not at all) depending on your current equipment status. For instance, you might not be able to use a certain skill dependent on you having a melee weapon equipped while you’re wielding a ranged weapon.

## 2-06-04. DURATION OF EQUIPMENT-RELEVANT SKILLS

Some skills have durations longer than just an immediate effect. Some of these skills also have equipment requirements like those mentioned in 2-06-03 above. If a skill requires that you have a particular sort of item equipped, that skill’s effect will immediately end if you switch equipment such that you’re no longer wearing or wielding the type of item that it required to be used.

For instance, if a skill with a long-lasting duration requires that you be wielding a shield in order to use it, that skill would stop affecting you if you switched your equipment to no longer be wielding the shield. The same is true of granting effects to weapons and then switching them—if you enchant your weapon with a magical effect, for example, and then swap to a different weapon, the weapon you enchanted would lose that effect.

## 2-07. SOULS

A “soul” is a manifestation of spiritual power, a representation of one’s individuality and psyche. It is also a highly valuable commodity in this world, which can be parceled out and traded with others. Souls are both the mechanism by which Ashen Ones like the PCs “level up” (p. 100), and are used to buy and sell items. Comparing souls to the mechanics found in other similar games, souls in this game are similar to both money and experience points.

Souls are usually acquired by defeating enemies (p. 90), by completing a scenario, and by selling undesired items to NPCs.

- **Enemy Defeat vs Battle Completion** — Importantly, souls actually leave an enemy once they’re defeated in battle. Normally this is taken care of at the end of a battle (p. 90), but situations may arise where it’s important to know how many souls are received from only some of the enemies. For instance, the group may kill 3 out of 5 enemies and then choose to flee the battle.

### SOULS BY SCENARIO

In this book’s sample scenarios, there are souls that the group gains via scenario progression. This game, like the original video games, very much emphasizes struggle through combat. But if the entire content of a gaming session was repeated battle with nothing else in between, much of the enjoyment of the TRPG artform— its potential for stories and characters— would be considerably thinned.

When the GM makes their own scenarios, they should use this book’s scenarios as inspiration in this regard. It’s recommended that the GM set aside a fair number of souls to be distributed to the party as they progress through the scenario and solve things. Adding soul rewards to non-combat situations can also help motivate the players to seek those situations out and investigate the world of the scenario more fully.

### SOULS FOR SELLING ITEMS

Most sources of souls (such as battle and scenario progression) grant the same number of souls to all PCs alive for the event. Selling items, however, only benefits one PC— the item’s owner. It’s important therefore to make sure that items are evenly distributed as much as possible, and that no one is selling things others would like to use just for their own gain.

The amount of souls gained by selling an item is equal to 10% of that item’s value. So if an item would cost 500 souls to buy, you can sell a copy of that item for 50 souls.

### SOUL FRAGMENTS

There are very important and powerful items that can be obtained from enemies and found in the world called *Soul Fragments*, which are always shown with a value in parentheses like “Soul Fragment (100)”. A PC who possesses a Soul Fragment item can consume that item in order to

gain a number of souls equal to the value in parentheses. Soul Fragments are destroyed when used in this way.

Much like selling items, Soul Fragments only benefit the PC that uses them, so try to make sure they're distributed as evenly as possible. If one PC falls behind in level or equipment and needs extra souls, you can try to make sure they receive a few extra Soul Fragments to help catch up!

## 2-08. READYING ITEMS

Equipment items have two primary states: "Ready" and "Equipped". "Ready" is the default state of all equipment listed on your PC's character sheet. Enter all the data for items like weapons, shields, armor, rings, and consumables on the appropriate fields of your character sheet.

"Equipped" is a state meaning that a weapon or shield is currently, actively in your hands and ready to help you fight and defend yourself. Only weapons and shields (and spell catalysts like staves and bells) can be "Equipped". You may have up to 2 items Equipped (if both are being wielded one-handed), but only have 3 total slots on your sheet for hand-held equipment. This means that you could have, for example, a 《Battle Axe》, 《Round Shield》, and 《Shortbow》 all on your character sheet, but could only have two of those (the 《Battle Axe》 and 《Round Shield》) equipped at one time before swapping to the other.

Remember that your current Equipment Load is equal to the weight of all weapons and worn armor, not just the currently "Equipped" items.

Key items, the sorts of things which are only written down as a name in a memo field, are not considered either Equipped or Readied, they're just belongings on your person.

### 2-08-01. ITEM WEIGHT & EQUIPMENT LOAD

Item weights are only calculated for Readied & Equipped items. Rings & consumables are not factored into your character's total Equipment Load. Items which are not Readied are written down in the memo field of your character sheet. No matter how many of an item you might have, it won't count towards your Equipment Load until you Ready it (even having ×99 of something doesn't matter!).

Your total Equipment Load affects your Dodge cost, so it's quite important to keep track of.

### 2-08-02. SWAPPING ITEMS IN BATTLE

During battle, you may not swap Readied items into your character's memo field and vice-versa. Outside of combat, you can reconfigure your Readied equipment from your larger inventory, but combat is too chaotic and unsafe to allow such a thing.

## 2-08-03. HOLDING WEAPONS & SHIELDS

Each weapon's stats will indicate whether the weapon can be wielded "one-handed", "two-handed", or both interchangeably. Shields, however, can only be held in one hand. Similarly, spell catalyst items for using magic can only be held "one-handed".

For example, PCs can equip weapons, shields, and catalysts in the following patterns:

- One weapon and one shield, each in either hand.
- One two-handed weapon.
- One catalyst and one shield, each in either hand.
- One weapon and one catalyst, each in either hand.
- Equip only one weapon, shield, or catalyst in one hand.
- Equip two shields, each in either hand.
- Equip two catalysts, each in either hand.

## 2-08-04. EQUIPPING RINGS

PCs may have up to 3 Ring-type items equipped at one time.

## 2-08-05. EQUIPPING CONSUMABLES

PCs may have up to 3 "types" of consumable items equipped at one time. Consumables have a value called "set" which indicates the maximum number of uses you have for the consumable in question. Each time you use a consumable, reduce its set value by -1. If you find more of a consumable item while playing that you already have equipped, increase its set value by an amount equal to the number of that consumable item you find.

Consumables whose set value has been reduced to 0 are removed from your character sheet.

# 2-09. OTHER SUPPLEMENTARY RULES

## 2-09-01. MULTIPLE EFFECTS WITH THE SAME NAME

Multiple effects with the same name as one another do not "stack" or "overlap" with one another when applied to the same character. Effects derived from the same spell, skill, item, or special ability— even if applied by different characters— do not overlap with one another.

This rule is intended to prevent stacking effects to increase their potency or value.

## 2-09-02. SUPPLEMENTAL RULES RELATED TO MAGIC

This section covers some supplemental rules related to PCs using magic and magic-related effects such as Sorceries, Pyromancies, and Miracles.

## MAGIC CATALYSTS

When using a Sorcery, Pyromancy, or Miracle, it's necessary that you have a special item equipped called a "catalyst". The type of catalyst required depends on the type of magic you're intending to use. Catalysts are equipped in much the same way as weapons and shields (see *HOLDING WEAPONS & SHIELDS*, above).

## SPELL POWER STATS

Sorceries, Pyromancies, and Miracles may require (or benefit from) having a certain degree of "Spell Power", which is a category of stats related to your spellcasting potential. There are three, one for each major branch of magic, which are each derived differently from several of your basic ability scores.

Some spells or abilities cannot be used until you have a certain amount of Spell Power, and others become more powerful after you reach a certain amount. Some items (such as catalysts and rings) also increase a particular type of Spell Power while you wield or benefit from them. If you somehow know a spell that you can't normally cast, except while wearing or benefiting from a particular item, remember that you cannot use that spell without that item's effect. For instance, if an item increases your Sorcery Power by +5 and you learn a spell that you're normally 5 Sorcery Power too low to cast, remember that you can only cast that spell while wielding or benefiting from that item.

Each type of Spell Power is as follows:

Sorcery Power	Total value of your <b>Intelligence</b> ability score.
Pyromancy Power	Total value of $\frac{1}{2}$ <b>Intelligence</b> + $\frac{1}{2}$ <b>Faith</b> (rounded down before adding).
Miracle Power	Total value of your <b>Faith</b> ability score.

# CHAPTER 3 — THE FIRELINK SHRINE

PCs who have been recognized for their power and potential as Unkindled Ash are led to the Firelink Shrine by the power of a Bonfire. The Firelink Shrine is a place where most NPCs are based, where items can be bought and sold for souls, and where the Ashen Ones may spend their hard-won souls to level up by the mystical prowess of the Fire Keeper.

NPCs saved by the PCs and offered a hand in friendship will travel to the Shrine if given passage and told of its safety. At the Firelink Shrine, various people, facilities, and opportunities will come and go as the players' stories unfold.

## THE FIRE KEEPER

*Welcome to the bonfire, Unkindled One.*

*I am a Fire Keeper.*

*I tend to the flame, and tend to thee.*

*The Lords have left their thrones, and must be deliver'd to them.*

*To this end, I am at thy side.*

## FIRE KEEPER OVERVIEW

The Fire Keeper is always present in the Firelink Shrine and aids the PCs on their journeys. Her primary ability is to allow you to level up by suffusing their claimed souls into the Unkindled Ash of their bodies.

## LEVELING UP

*Let these souls / withdrawn from their vessels / manifestations of disparity / elucidated by fire / burrow deep within me / retreating to a darkness beyond the reach of flame. / Let them assume a new master / inhabiting ash / casting themselves upon new forms.*

The PCs level up by “spending” souls at the Fire Keeper. You may level up as many times as you like as long as you have the souls to do so. Each time a PC levels up, one of their ability scores increases by +1. Also, every time your level reaches a multiple of 5 (5, 10, 15, etc.), you get to learn a skill of your choice, or increase the rank of a previously-learned skill to Rank 2.

- **Increasing Stats** — Whenever a PC’s Level increases, they increase an ability score of their choice by +1. Add the +1 to the ability score’s “Growth” column on your character sheet. Then, change the sum of the ability score’s Initial Value and Growth Value in the character sheet’s Total Value column. Go ahead and calculate the ability’s modifier again to see if it’s increased! Your modifiers are equal to an ability score  $\div 4$  (rounded down), so every multiple of 4 will see your ability modifier increase by +1 as well.

As your ability scores and their modifiers increase, it's possible other values based on those numbers will increase as well, so be sure to double-check your various attributes.

- **Souls Required for Level Up** — To increase a PC's level by +1, the player must pay a number of souls equal to (the level to be acquired × 100). For example, to raise a PC from level 9 to level 10 would cost 1000 souls (level 10 × 100 souls = 1000 souls). When going up multiple levels at one time, you can refer to the "Level Up Quick Reference Chart".
- **Acquiring New Skills** — Every time a PC reaches a level that's a multiple of 5, the PC acquires a new skill of their choice for which they qualify (as indicated by the skill's "Learning Conditions"). Instead, they can choose to improve a skill they already know to Rank 2. If you learn a new skill or improve an old one, record it on your character sheet.

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## HOW TO READ A SKILL INSERT

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## WEAPON SKILLS

Weapon Skills are techniques mainly used in battle, taking advantage of the characteristics of different weapons, such as swords, spears, and axes. Those who master these skills and when to use them will be able to defeat even the mightiest of foes.

<b>BACKSTAB — Ac</b>
<b>Cost:</b> DICE3 (Doubles) + <input type="checkbox"/> FP, <b>Learning Conditions:</b> None, <b>Use Conditions:</b> Equipped with any melee weapon, Melee Area.
<b>Effect:</b> 1 enemy in Melee Area suffers 100【Physical】damage. The target may not Guard or Dodge this effect.
<b>Rank Up:</b> Remove FP Cost condition.

<b>FORWARD SWEEP — Ac</b>
<b>Cost:</b> DICE2 (Doubles) + <input type="checkbox"/> <input type="checkbox"/> FP, <b>Learning Conditions:</b> None, <b>Use Conditions:</b> Equipped with Greatsword weapon, Melee Area.
<b>Effect:</b> Inflict damage equal to (1 HIT – 20) to all enemies in the Melee Area. If the dice spent on this skill were 5 & 5 or 6 & 6, the damage is equal to (2 HIT – 20) instead.
<b>Rank Up:</b> Reduce FP Cost condition to <input type="checkbox"/> FP.

### STANCE — Ac

**Cost:** DICE2 (Doubles) +  $\square \square$  FP, **Learning Conditions:** None, **Use Conditions:** Equipped with a Straight Sword weapon, Melee Area.

**Effect:** Inflict damage equal to (2 HIT) to one target in the Melee Area. Enemies cannot Guard against this effect.

**Rank Up:** Reduce FP Cost condition to  $\square$  FP.

### FRONTAL ASSAULT — Ac

**Cost:** DICE2 (Doubles) +  $\square \square$  FP, **Learning Conditions:** None, **Use Conditions:** Equipped with a Spear weapon in two hands, Melee Area.

**Effect:** Inflict damage equal to (1 HIT) to one target in the Melee Area. You can choose to pay an additional  $\square \square$  FP to increase this damage effect to (3 HIT).

**Rank Up:** Reduce FP Cost condition to  $\square$  FP. Optional added cost is not affected.

### PIERCING THRUST — Ac

**Cost:** DICE2 (Doubles) +  $\square$  FP, **Learning Conditions:** None, **Use Conditions:** Equipped with a Piercing Sword weapon, Melee Area.

**Effect:** One enemy in the Melee Area loses  $\square \square$  HP. Enemies may not Guard against this effect.

**Rank Up:** Remove FP Cost condition.

### HEADHUNTER — Ac

**Cost:** DICE2 (Doubles) +  $\square \square$  FP, **Learning Conditions:** None, **Use Conditions:** Equipped with a Scythe weapon in two hands, Melee Area.

**Effect:** Inflict damage equal to (1 HIT) to one target in the Melee Area. If the dice spent on this skill were 5 & 5 or 6 & 6, increase this damage effect to (3 HIT).

**Rank Up:** Reduce FP Cost condition to  $\square$  FP. Optional added cost is not affected.

### SPINNING SWEEP — Ac

**Cost:** DICE2 (Doubles) +  $\square \square$  FP, **Learning Conditions:** None, **Use Conditions:** Equipped with a Halberd weapon in two hands, Melee Area.

**Effect:** Inflict damage equal to (1 HIT – 20) to all enemies in the Melee Area. You can choose to pay an additional DICE2 (Doubles) to increase the damage to (2 HIT – 20) instead.

**Rank Up:** Reduce FP Cost condition to  $\square$  FP.

**BEATDOWN — Ac**

**Cost:** DICE2 (Doubles) +  $\square \square$  FP, **Learning Conditions:** None, **Use Conditions:** Equipped with a Whip weapon, Melee Area.

**Effect:** Inflict damage equal to (1 HIT) to one target in the Melee Area. If the target Guards against this attack, the Block Value of their Guard is ignored (no HP loss reduction occurs).

**Rank Up:** Reduce FP Cost condition to  $\square$  FP.

**IAI — Ac**

**Cost:** DICE2 (Doubles) +  $\square \square$  FP, **Learning Conditions:** None, **Use Conditions:** Equipped with a Katana weapon in two hands, Melee Area.

**Effect:** Inflict damage equal to (2 HIT) to one target in the Melee Area. If the target has not taken any Actions yet in this turn, increase this damage effect to (3 HIT).

**Rank Up:** Reduce FP Cost condition to  $\square$  FP.

**SHOULDER TACKLE — Ac**

**Cost:** DICE2 (Doubles) +  $\square$  FP, **Learning Conditions:** None, **Use Conditions:** Equipped with a Crossbow weapon, Melee Area.

**Effect:** Consume 1 Guard attempt from one enemy in the Melee Area.

**Rank Up:** Remove FP Cost condition.

**BARRAGE — Ac**

**Cost:** DICE2 (Doubles) +  $\square \square$  FP, **Learning Conditions:** None, **Use Conditions:** Equipped with a Bow weapon, Melee or Safe Zone Area.

**Effect:** Inflict damage equal to (2 HIT) to one target in the Melee Area. Enemies cannot Guard against this effect.

**Rank Up:** Reduce FP Cost condition to  $\square$  FP.

### SPINNING ATTACKS — Ac

**Cost:** □□ FP, **Learning Conditions:** None, **Use Conditions:** Equipped with a Curved Sword or Curved Greatsword weapon, Melee Area.

**Effect:** Until the end of the turn, the attack cost of the user's Curved Sword or Curved Greatsword is reduced by -1.

**Rank Up:** Reduce FP Cost condition to □ FP.

### QUICKSTEP — Ac

**Cost:** □□ FP, **Learning Conditions:** None, **Use Conditions:** Equipped with a Dagger weapon, Melee Area.

**Effect:** Until the end of the turn, reduce the user's Dodge cost by -1. Until the end of the turn, the number of HITs inflicted by the user's Dagger increases by +1. (e.g. 1 HIT becomes 2 HIT)

**Rank Up:** Reduce FP Cost condition to □ FP.

### PATIENCE — Ac

**Cost:** □□ FP, **Learning Conditions:** None, **Use Conditions:** Equipped with a Hammer, Great Hammer, or Fist weapon, Melee or Safe Zone Area.

**Effect:** Until the end of the turn, the user reduces all HP loss suffered by -1□ HP.

**Rank Up:** Reduce FP Cost condition to □ FP.

### WARCRY — Ac

**Cost:** □□ FP, **Learning Conditions:** None, **Use Conditions:** Equipped with an Axe or Great Axe weapon, Melee Area.

**Effect:** Until the end of the turn, the attack cost of the user's Axe or Great Axe attacks is increased by +2, while the damage is increased by +1 HIT. (e.g. 1 HIT becomes 2 HIT)

**Rank Up:** Reduce FP Cost condition to □ FP.

### **PARRY — Trigger**

**Cost:** None, **Learning Conditions:** None, **Use Conditions:** Equipped with a Small or Medium Shield, Melee or Safe Zone Area.

**Effect:** Usable when the user rolls Doubles on Reaction Dice spent to Guard with a Small or Medium Shield. You may change the Guard Cost of your Guard to DICE2 (Doubles). If you do, the Block Value increases by + $\square\square\square\square\square$  against that attack.

**Rank Up:** If used, restore 1 spent Stamina Die after resolving the skill & Guard Reaction.

### **MOW DOWN — Ac**

**Cost:** [12] +  $\square\square$  FP, **Learning Conditions:** None, **Use Conditions:** Equipped with any Great or Colossal weapon in two hands, Melee Area.

**Effect:** Inflict damage equal to (1 HIT – 20) to all enemies in the Melee Area.

**Rank Up:** Reduce FP Cost condition to  $\square$  FP.

## **SORCERY SPELLS**

Sorcery is a type of magic exercised through magic catalysts like staves. Among all magical disciplines, Sorcery is characterized by wielding, manipulating, and relating to souls.

### **STEADY CHANT — Ac**

**Cost:**  $\square\square$  FP, **Learning Conditions:** None, **Use Conditions:** Equipped with Sorcery Catalyst, Melee or Safe Zone Area.

**Effect:** Until the end of the turn, the user's Sorcery Power increases by +5.

**Rank Up:** Reduce FP Cost condition to  $\square$  FP.

### **SOUL ARROW — Ac**

**Cost:** [4] +  $\square\square$  FP, **Learning Conditions:** Intelligence 10+, **Use Conditions:** Equipped with Sorcery Catalyst, Melee or Safe Zone Area.

**Effect:** Inflict (30 + Sorcery Power)【Magical】damage to one enemy in the Melee Area.

**Rank Up:** Improves to (35 + Sorcery Power)【Magical】damage.

### HEAVY SOUL ARROW — Ac

**Cost:** [5] + □□□ FP, **Learning Conditions:** Intelligence 13+, **Use Conditions:** Equipped with Sorcery Catalyst, Melee or Safe Zone Area.

**Effect:** Inflict (40 + Sorcery Power)【Magical】damage to one enemy in the Melee Area.

**Rank Up:** Improves to (45 + Sorcery Power)【Magical】damage.

### SOUL GREATSWORD — Ac

**Cost:** [7] + □□□ FP, **Learning Conditions:** Intelligence 22+, **Use Conditions:** Equipped with Sorcery Catalyst, Melee or Safe Zone Area.

**Effect:** Inflict (10 + Sorcery Power)【Magical】damage to all enemies in the Melee Area.

**Rank Up:** Improves to (15 + Sorcery Power)【Magical】damage.

### SOUL SPEAR — Ac

**Cost:** [7] + □□□□ FP, **Learning Conditions:** Intelligence 32+, **Use Conditions:** Equipped with Sorcery Catalyst, Melee or Safe Zone Area.

**Effect:** Inflict (60 + Sorcery Power)【Magical】damage to one enemy in the Melee Area.

**Rank Up:** Improves to (65 + Sorcery Power)【Magical】damage.

### FARRON DART — Ac

**Cost:** [3] (CHAIN) + □ FP, **Learning Conditions:** Intelligence 8+, **Use Conditions:** Equipped with Sorcery Catalyst, Melee or Safe Zone Area.

**Effect:** Inflict (20 + Intelligence Modifier)【Magical】damage to one enemy in the Melee Area. You can use this spell repeatedly to function like a Chain Attack. Each consecutive use increases in Action Cost by +1 just like a normal weapon Chain Attack (each HIT also consumes □ FP per the Cost of the spell).

**Rank Up:** If you use this spell to make a Chain Attack, the FP cost of the last HIT is not consumed.

### MAGIC WEAPON — Ac

**Cost:** [3] + □□ FP, **Learning Conditions:** Intelligence 10+, **Use Conditions:** Equipped with Sorcery Catalyst, Melee or Safe Zone Area.

**Effect:** Until the end of the turn, one Equipped weapon gains the following effects: 1) Damage caused by this weapon gains【Damage Type: Magic】. 2) Damage with this weapon is increased by +1 HIT. (e.g. 1 HIT becomes 2 HIT).

**Rank Up:** When in the Melee Area, you may target 1 ally's weapon instead of yours.

### MAGIC SHIELD — Ac

**Cost:** [3] + □□ FP, **Learning Conditions:** Intelligence 10+, **Use Conditions:** Equipped with Sorcery Catalyst, Melee or Safe Zone Area.

**Effect:** Until the end of the turn, add “Block Value【Physical/Magical】+□□□” to a shield the user has currently Equipped.

**Rank Up:** When in the Melee Area, you may target 1 ally’s shield instead of yours.

### SPOOK — Ac

**Cost:** [3] + □ FP, **Learning Conditions:** Intelligence 10+, **Use Conditions:** Equipped with Sorcery Catalyst, Melee or Safe Zone Area.

**Effect:** While in the current Field Area, the Action Cost for the Move Area action becomes DICE1. This spell can be used out of combat, even before rolling dice for an Action Check. If used outside of combat, the spell remains in effect only while you’re in the Field Area in which it was cast. For its duration, you gain +3 on Dexterity-based Action Checks. Also during its duration, the user doesn’t suffer penalties due to falling or similar events.

**Rank Up:** When in the Melee Area, you may target 1 ally instead of yourself.

### HOMING SOULMASS — Ac

**Cost:** [3] + □□□□ FP, **Learning Conditions:** Intelligence 20+, **Use Conditions:** Equipped with Sorcery Catalyst, Melee or Safe Zone Area.

**Effect:** While in the current Field Area, 3 “soulmasses” hover above the caster’s head. For the duration, you may direct the masses using either **Ac** or **Re** timing.

**Ac Effect:** Consume 1 mass and 1 Action Die (value is irrelevant) to inflict (Sorcery Power)【Magical】 damage to one enemy in the Melee Area.

**Re Effect:** Consume any number of masses instead of Guarding or Dodging, and spend a number of Reaction Dice equal to the number of masses consumed. Reduce the HP you lose from an attack by -□ HP per mass consumed.

- This spell can be used outside of combat (even before rolling dice for an Action Check).

**Rank Up:** The number of soulmasses created becomes 4.

## PYROMANCY SPELLS

Pyromancy is a form of magic exercised through catalysts called *Pyromancy Flames*, magical conduits to the First Flame which allow the user to hold elemental fire in their hand without it burning them. Pyromancy is dominated by techniques evoking fire in all its forms, and is usually thought of as good for nothing but battle.

### COMBUSTION — Ac

**Cost:** [3] + □ FP, **Learning Conditions:** None, **Use Conditions:** Equipped with Pyromancy Catalyst, Melee Area.

**Effect:** Inflict (10 + Pyromancy Power)【Magical Damage: Fire】damage to one enemy in the Melee Area. This spell can only be used once per turn.

**Rank Up:** The Action Cost of this spell becomes DICE1.

### GREAT COMBUSTION — Ac

**Cost:** [3] + □□ FP, **Learning Conditions:** Intelligence 10+ / Faith 10+, **Use Conditions:** Equipped with Pyromancy Catalyst, Melee Area.

**Effect:** Inflict (20 + Pyromancy Power)【Magical Damage: Fire】damage to one enemy in the Melee Area. This spell can only be used once per turn.

**Rank Up:** The Action Cost of this spell becomes DICE1.

### FIREBALL — Ac

**Cost:** DICE2 + □□□ FP, **Learning Conditions:** Intelligence 6+ / Faith 6+, **Use Conditions:** Equipped with Pyromancy Catalyst, Melee or Safe Zone Area.

**Effect:** Inflict (5 + Pyromancy Power)【Magical Damage: Fire】damage to all enemies in the Melee Area. If the DICE2 spent on this spell are (Doubles), add +5 to the damage inflicted.

**Rank Up:** Improves to (10 + Sorcery Power)【Magical Damage: Fire】damage.

### FIRE SURGE — Ac

**Cost:** [3] (CHAIN) + □ FP, **Learning Conditions:** Intelligence 6+, **Use Conditions:** Equipped with Pyromancy Catalyst, Melee Area.

**Effect:** Inflict (10 + Intelligence Modifier + Faith Modifier)【Magical Damage: Fire】damage to one enemy in the Melee Area. You can use this spell repeatedly to function like a Chain Attack. Each consecutive use increases in Action Cost by +1 just like a normal weapon Chain Attack (each HIT also consumes □ FP per the Cost of the spell).

**Rank Up:** If you use this spell to make a Chain Attack, the FP cost of the last HIT is not consumed.

### FLASH SWEAT — Ac

**Cost:** [3] + □ FP, **Learning Conditions:** Intelligence 6+ / Faith 6+, **Use Conditions:** Equipped with Pyromancy Catalyst, Melee Area.

**Effect:** Until the end of the battle, user gains “Resistance (Fire □□)”.

**Rank Up:** You may target 1 ally instead of yourself.

# MIRACLE SPELLS

Miracles are a form of divine magic exercised through the use of magical catalysts like holy bells and blessed talismans. Its miraculous ability to heal wounds and protect people from harm are of great use in any adventure.

## PRAYER OF GRACE — Ac

**Cost:** [3] + □ FP, **Learning Conditions:** None, **Use Conditions:** Equipped with Miracle Catalyst, Melee or Safe Zone Area.

**Effect:** Until the end of the battle, user gains +□ Maximum HP.

**Rank Up:** When in the Melee Area, you may target 1 ally instead of yourself.

## ALMS OF HEALING — Ac

**Cost:** [3] + □□ FP, **Learning Conditions:** None, **Use Conditions:** Equipped with Miracle Catalyst, Melee or Safe Zone Area.

**Effect:** User restores □ HP. This spell can be used outside of combat (even before rolling dice for an Action Check).

**Rank Up:** When in the Melee Area, you may target 1 ally instead of yourself.

## HEAL — Ac

**Cost:** [8] + □□□ FP, **Learning Conditions:** Faith 12+, **Use Conditions:** Equipped with Miracle Catalyst, Melee or Safe Zone Area.

**Effect:** User restores □□ HP. If the user's Miracle Power is 25 or higher, increase the healing by +□. This spell can be used outside of combat (even before rolling dice for an Action Check).

**Rank Up:** When in the Melee Area, you may target all allies (including yourself). If you do so, the amount of HP restored is reduced by -□.

## MEDIUM HEAL — Ac

**Cost:** [9] + □□□□ FP, **Learning Conditions:** Faith 15+, **Use Conditions:** Equipped with Miracle Catalyst, Melee or Safe Zone Area.

**Effect:** User restores □□□ HP. If the user's Miracle Power is 30 or higher, increase the healing by +□. This spell can be used outside of combat (even before rolling dice for an Action Check).

**Rank Up:** When in the Melee Area, you may target all allies (including yourself). If you do so, the amount of HP restored is reduced by -□.

### REPLENISHMENT — Ac

**Cost:** [3] + □□□ FP, **Learning Conditions:** Faith 15+, **Use Conditions:** Equipped with Miracle Catalyst, Melee or Safe Zone Area.

**Effect:** Until the end of the battle, at the end of each turn, user's HP is restored by □□ HP. This spell can be used outside of combat (even before rolling dice for an Action Check). Slowly recovers 10 HP to the user when used outside of combat.

**Rank Up:** When in the Melee Area, you may target 1 ally instead of yourself.

### BLESSED WEAPON — Ac

**Cost:** [3] + □ FP, **Learning Conditions:** Faith 15+, **Use Conditions:** Equipped with Miracle Catalyst, Melee or Safe Zone Area.

**Effect:** Until the end of the battle, one of your Equipped weapons is blessed with the following effect: "If this weapon inflicts【Physical】damage with an attack or weapon skill that reduces the target's HP by □□□ HP or more, you regain □ HP".

**Rank Up:** When in the Melee Area, you may target 1 ally's weapon instead of yours.

### MAGIC BARRIER — Ac

**Cost:** [3] + □□ FP, **Learning Conditions:** Faith 15+, **Use Conditions:** Equipped with Miracle Catalyst, Melee or Safe Zone Area.

**Effect:** Until the end of the battle, the user reduces HP loss from sources of【Damage Type: Magic】affecting them by -□□ HP.

**Rank Up:** When in the Melee Area, you may target 1 ally instead of yourself.

### CARESSING TEARS — Ac

**Cost:** [3] + □□ FP, **Learning Conditions:** Faith 12+, **Use Conditions:** Equipped with Miracle Catalyst, Melee or Safe Zone Area.

**Effect:** Until the end of the battle, the user or one ally in the Melee Area gains "Resistance (Bleeding/Poison/Cold □)".

**Rank Up:** None

### TEARS OF DENIAL — Ac

**Cost:** [10] +  FP, **Learning Conditions:** Faith 15+, **Use Conditions:** Equipped with Miracle Catalyst, Melee or Safe Zone Area.

**Effect:** Lasts until the next time you go to the Firelink Shrine. If the user is at 2 or more HP and would be reduced to 0 HP (and therefore killed), they are instead reduced to 1 HP. This spell is lost either if the target dies or if they are saved by its effect. This spell can be used outside of combat (even before rolling dice for an Action Check).

**Rank Up:** When in the Melee Area, you may target 1 ally instead of yourself.

### FORCE — Ac

**Cost:** [5] +   FP, **Learning Conditions:** Faith 12+, **Use Conditions:** Equipped with Miracle Catalyst, Melee or Safe Zone Area.

**Effect:** This spell cannot be used if there are no Safe Zone Areas remaining, and using it immediately consumes 1 Safe Zone Area. Using this skill forces 1 enemy in the Melee Area to stagger backwards into a Safe Zone Area. That enemy does not get to act this turn. This spell cannot affect enemies classified as “Strong Enemies” or “Scenario Bosses”.

**Rank Up:** Reduce FP Cost condition to  FP.

### HOMEWARD — Ac

**Cost:**      FP, **Learning Conditions:** Faith 18+, **Use Conditions:** Equipped with Miracle Catalyst, cannot be used in battle.

**Effect:** This spell cannot be used in battle. The user and all allies are teleported to a bonfire within 3 Fields of their current Field Area. This movement does not trigger Malice rolls, nor does it accumulate Malice checks.

**Rank Up:** Remove the FP Cost condition entirely.

## CLASS SKILLS

Each class has a unique skill which they either start with or can learn later.

### BODYGUARD — Trigger

**Cost:**   FP, **Learning Conditions:** Knight, **Use Conditions:** Melee Area.

**Effect:** Use when an ally would be attacked. You become the target of the attack. You may Guard against this attack, but you may not Dodge it.

**Rank Up:** Reduce FP Cost condition to   FP.

**FOOTWORK — Trigger**

**Cost:** □□ FP, **Learning Conditions:** Mercenary, **Use Conditions:** Melee Area.

**Effect:** Use when you roll Initiative. Your Initiative increases by +2. Only use once per turn.

**Rank Up:** By increasing the cost to □□□ FP, you may add +3 instead of +2.

**BLOODBATH — Trigger**

**Cost:** □ FP, **Learning Conditions:** Warrior, **Use Conditions:** Melee Area.

**Effect:** Can be used when your attack or weapon skill causes the enemy to lose at least □ HP or more. You regain □ HP. This can only be used once per turn.

**Rank Up:** If you increase the FP Cost to □□ FP, you may regain □□ HP instead of □ HP.

**PHALANX — Trigger**

**Cost:** □ FP, **Learning Conditions:** Herald, **Use Conditions:** Equipped with a Small, Medium, or Large Shield, Melee Area.

**Effect:** Can be used when your Action Opportunity occurs and you've already consumed 1 or more Stamina Dice (such as by using Reactions). You regain 1 spent Stamina Die.

**Rank Up:** Can be used even without a shield equipped.

**ITEM MASTER — Trigger**

**Cost:** □ FP, **Learning Conditions:** Thief, **Use Conditions:** Melee or Safe Zone Area.

**Effect:** Can be used when the user performs a Use Item action to use any of the following categories of items: Throwing Knife, Throwing Pot, or Pine Resin.

- **Throwing Knife:** Force the target to reroll up to 2 of their Initiative Dice & inflict -2 on their results instead of rerolling 1 die at -1.
- **Throwing Pot:** Increase the damage of damaging Throwing Pots by +5.

**Rank Up:** Gain access to the Pine Resin effect of this skill. **Pine Resin:** No Action Cost on Use Item actions used to apply Pine Resin.

**FEINT — Ac**

**Cost:** □ FP, **Learning Conditions:** Assassin, **Use Conditions:** Melee or Safe Zone Area.

**Effect:** Choose one of your Action Dice and increase its value by +2 (max 6). You may only use this effect once per turn.

**Rank Up:** By increasing the cost to □□ FP, you may add +3 to an Action Die instead of +2.

### CONCENTRATION — Trigger

**Cost:** None, **Learning Conditions:** Sorcerer, **Use Conditions:** None.

**Effect:** Can be used once at the end of a battle. User recovers □ FP.

**Rank Up:** Increase amount of FP recovered to □□ FP.

### SOUL BURNING — Trigger

**Cost:** □ FP, **Learning Conditions:** Pyromancer, **Use Conditions:** Equipped with Pyromancy Catalyst, Melee Area.

**Effect:** Can be used when your spell causes the enemy to lose at least □ HP or more. You regain □ HP. This can only be used once per turn.

**Rank Up:** If you increase the FP Cost to □□ FP, you may regain □□ HP instead of □ HP.

### OBEDIENT PRAYER — Ac

**Cost:** □□ FP, **Learning Conditions:** Cleric, **Use Conditions:** With a Readied Miracle Catalyst, Melee or Safe Zone Area.

**Effect:** Until the end of the turn, you can use skills that normally require you to have an Equipped Miracle Catalyst, without having one Equipped (as long as you still have one Readied).

**Rank Up:** Reduce FP Cost condition to □ FP.

### MASTER OF EVASION — Trigger

**Cost:** □□ FP, **Learning Conditions:** Deprived, **Use Conditions:** Equipment Load is only Light or Medium, Melee Area.

**Effect:** When the user chooses to Dodge, their Dodge Cost can be changed to DICE2 (Doubles) instead of its normal cost.

**Rank Up:** Reduce FP Cost condition to □ FP.

## OTHER SKILLS

Among the many skills wielded by Unkindled Ashes, there are many which are useful even if they're not deadly spells or martial arts. In a world where danger lurks around every corner, such skills can mean the difference between life and death.

**HP UP — Passive**

**Cost:** None, **Learning Conditions:** Level 20+, **Use Conditions:** None.

**Effect:** The user gains +□ Maximum HP permanently.

**Rank Up:** None.

**IMMORTAL REMAINS — Trigger**

**Cost:** □□ FP, **Learning Conditions:** Level 20+, **Use Conditions:** None.

**Effect:** Can be used whenever consuming a use of an Estus Flask. The amount of HP restored is increased by +□□ HP. If used in conjunction with the “Bottoms Up” skill, the effect will be applied to each Estus Flask use consumed, resulting in an additional +□□□□ HP recovery.

**Rank Up:** None.

**BOTTOMS UP — Trigger**

**Cost:** None, **Learning Conditions:** Level 20+, **Use Conditions:** None.

**Effect:** Can be used whenever consuming a use of an Estus or Ashen Estus Flask. You may consume an additional use of that flask (or mix 1 use of Estus and 1 of Ashen Estus) as a part of the same action.

**Rank Up:** None.

**MOTOR NEURONS — Passive**

**Cost:** None, **Learning Conditions:** Level 20+, **Use Conditions:** None.

**Effect:** When rolling Attunement or Dexterity-based Action Checks, roll 3 dice and keep the 2 dice you prefer as your result dice.

**Rank Up:** None.

**LUCKY STAR — Passive**

**Cost:** None, **Learning Conditions:** Level 20+, **Use Conditions:** None.

**Effect:** Increases the learner’s maximum Luck points by +☆☆ (resource, not ability score). Additionally, if the learner rolls a 6 when re-rolling a die by spending Luck, they don’t have to reduce their current Luck by that amount as normal.

**Rank Up:** None.

# THE SHRINE HANDMAID

*A pleasure to make your acquaintance, Ashen One.*

*I am but a humble handmaiden of the shrine.*

*Weapons, armor, trinkets, and spells...*

*I've lots of little things to ease the burden of a weary traveler.*

*...And yes, I'm Undead, too, but not so charitable as to give my goods away.*

*Ashen One, fetch souls, and bring them to me. As is thy wont, no?*

## SHRINE HANDMAID OVERVIEW

The Shrine Handmaids are trained in the Firelink Shrine. They buy and sell goods like armor and tools, providing a ready supply of the needful things for Ashen Ones going about their doomed quests. However, despite their role as merchants of a sort, they trade not in currency, but in souls.

## PURCHASING ITEMS

PCs can purchase items from the Shrine Handmaid listed on the next few pages. Items on that list are available, while items not shown on those pages cannot be purchased from the Handmaid. If you wish to purchase something from the Handmaid, you must pay her a number of souls equal to the “Value” of that item.

## SELLING ITEMS

Selling an item grants the Ashen One who does so a number of souls equal to 10% of the Value of the item being sold (rounded down).

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## CONSUMABLE ITEMS INSERT

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## CONSUMABLE ITEMS LIST

Item Name	Category	Set	Value	Effect
Green Blossom	Medicine	1	500	Until end of <b>next</b> turn, gain +1 Stamina Die.
Divine Blessing	Medicine	1	5000	Restore HP to maximum.
Purple Moss	Medicine	1	500	Until end of battle, gain Resistance (Poison $\square\!\square$ )
Bloodred Moss	Medicine	1	500	Until end of battle, gain Resistance (Bleeding $\square\!\square$ )

Black Bug Pellet	Medicine	1	500	Until end of battle, gain Resistance (Dark $\square\circ$ )
White Bug Pellet	Medicine	1	500	Until end of battle, gain Resistance (Cold $\square\circ$ )
Blue Bug Pellet	Medicine	1	500	Until end of battle, gain Resistance (Magic $\square\circ$ )
Red Bug Pellet	Medicine	1	500	Until end of battle, gain Resistance (Fire $\square\circ$ )
Yellow Bug Pellet	Medicine	1	500	Until end of battle, gain Resistance (Lightning $\square\circ$ )
Throwing Knives	Throwing Knives	5	500	1 enemy must reroll their initiative values with a -1 to the final result.
Firebomb	Throwing Jar	5	1000	Inflict 20【Magical Damage: Fire】damage to one enemy in the Melee Area.
Dungpie	Throwing Jar	5	500	Inflict 20【Magical Damage: Poison】damage to everyone in the Melee Area (friend & foe). User also loses $\square$ HP.
Rope Firebomb	Throwing Jar	5	1500	Inflict 20【Magical Damage: Fire】damage to one enemy in the Melee Area. This item can be used while the user is in a Safe Zone Area.
Black Firebomb	Throwing Jar	1	500	Inflict 30【Magical Damage: Fire】damage to one enemy in the Melee Area.
Rope Black Firebomb	Throwing Jar	1	1500	Inflict 30【Magical Damage: Fire】damage to one enemy in the Melee Area. This item can be used while the user is in a Safe Zone Area.
Lightning Urn	Throwing Jar	1	1500	Inflict 40【Magical Damage: Lightning】damage to one enemy in the Melee Area.
Charcoal Pine Resin	Pine Resin	5	1000	Until end of battle, 1 Equipped weapon gains【Damage Type: Fire】. Does not affect items that already have a non-Physical damage type effect.
Pale Pine Resin	Pine Resin	5	1000	Until end of battle, 1 Equipped weapon gains【Damage Type: Magic】. Does not affect items that already have a non-Physical damage type effect.
Golden Pine Resin	Pine Resin	5	1000	Until end of battle, 1 Equipped weapon gains【Damage Type: Lightning】. Does not affect items that already have a non-Physical damage type effect.
Human Pine Resin	Pine Resin	5	1000	Until end of battle, 1 Equipped weapon gains【Damage Type: Dark】. Does not affect items that already have a non-Physical damage type effect.
Rotten Pine Resin	Pine Resin	5	1000	Until end of battle, 1 Equipped weapon gains【Damage Type: Poison】. Does not affect items that already have a non-Physical damage type effect.

Alluring Skull	Talisman	1	1000	1 enemy in the melee area becomes unable to do anything during their action opportunity this turn. This item does not affect enemies affected by an "Inviting Skull" at any point during this battle.
Rusty Copper Coin	Currency	5	500	Use immediately after rolling any Luck check to add +1 to the final result.
Rusty Gold Coin	Currency	5	2000	Use immediately after rolling any Luck check to add +3 to the final result.

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## WEAPONS INSERT

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## WEAPONS & CATALYSTS LIST

<b>Name:</b> Dagger, <b>Category:</b> Dagger/Small, <b>Reqs:</b> Str 6, Dex 9, <b>Weight:</b> 1, <b>Value:</b> 300.		
<b>Attack Cost:</b> [3] CHAIN <b>Damage Value:</b> 10 / — <b>Power Modifier:</b> Dexterity	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> —	None.

<b>Name:</b> Mail Breaker, <b>Category:</b> Dagger/Small, <b>Reqs:</b> Str 7, Dex 12, <b>Weight:</b> 2, <b>Value:</b> 1500.		
<b>Attack Cost:</b> [3] CHAIN <b>Damage Value:</b> 11 / — <b>Power Modifier:</b> Dexterity	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> —	<b>Piercing</b> — When an opponent Guards against an attack with this weapon, Block Value is $- \square$ .

<b>Name:</b> Thief's Dagger, <b>Category:</b> Dagger/Small, <b>Reqs:</b> Str 6, Dex 12, <b>Weight:</b> 2, <b>Value:</b> 1000.		
<b>Attack Cost:</b> [3] CHAIN <b>Damage Value:</b> 11 / — <b>Power Modifier:</b> Dexterity	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> —	<b>Bloody</b> — This weapon has <b>【</b> Damage Type: Bleeding <b>】</b>

<b>Name:</b> Short Sword, <b>Category:</b> Straight Sword/Medium, <b>Reqs:</b> Str 8, Dex 10, <b>Weight:</b> 2, <b>Value:</b> 600.		
<b>Attack Cost:</b> [5] CHAIN <b>Damage Value:</b> 19 / 29 <b>Power Modifier:</b> Dexterity	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> —	None.

<b>Name:</b> Longsword, <b>Category:</b> Straight Sword/Medium, <b>Requirements:</b> Str 10, Dex 10, <b>Weight:</b> 3, <b>Value:</b> 1000.		
<b>Attack Cost:</b> [5] CHAIN <b>Damage Value:</b> 20 / 30 <b>Power Modifier:</b> Strength	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> —	None.

<b>Name:</b> Bastard Sword, <b>Category:</b> Greatsword/Large, <b>Requirements:</b> Str 16, Dex 10, <b>Weight:</b> 8, <b>Value:</b> 1000.		
<b>Attack Cost:</b> [6] CHAIN <b>Damage Value:</b> 29 / 44 <b>Power Modifier:</b> Str+Dex	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <input type="checkbox"/> <b>Block Value (Magical):</b> —	None.

<b>Name:</b> Zweihander, <b>Category:</b> Greatsword/Large, <b>Requirements:</b> Str 19, Dex 11, <b>Weight:</b> 10, <b>Value:</b> 2000.		
<b>Attack Cost:</b> [7] <b>Damage Value:</b> — / 60 <b>Power Modifier:</b> Str+Str	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <input type="checkbox"/> <b>Block Value (Magical):</b> —	None.

<b>Name:</b> Scimitar, <b>Category:</b> Curved Sword/Medium, <b>Requirements:</b> Str 7, Dex 13, <b>Weight:</b> 3, <b>Value:</b> 600.		
<b>Attack Cost:</b> [5] CHAIN <b>Damage Value:</b> 20 / 30 <b>Power Modifier:</b> Dexterity	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> —	None.

<b>Name:</b> Mercenary Dual Blades, <b>Category:</b> Curved Sword/Medium, <b>Requirements:</b> Str 10, Dex 16, <b>Weight:</b> 5, <b>Value:</b> 1000.		
<b>Attack Cost:</b> [5]/[4] CHAIN <b>Damage Value:</b> 18 / 28 <b>Power Modifier:</b> Dexterity	<b>Guard Cost:</b> — <b>Block Value (Physical):</b> — <b>Block Value (Magical):</b> —	<b>Dual Strike</b> — Attack Cost is [5] when wielding one sword, or [4] when wielding two (use two-handed damage).

<b>Name:</b> Rapier, <b>Category:</b> Thrusting Sword/Small, <b>Requirements:</b> Str 7, Dex 12, <b>Weight:</b> 2, <b>Value:</b> 500.		
<b>Attack Cost:</b> [4] CHAIN <b>Damage Value:</b> 13 / — <b>Power Modifier:</b> Dexterity	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> —	None.

<b>Name:</b> Estoc, <b>Category:</b> Thrusting Sword/Medium, <b>Requirements:</b> Str 10, Dex 12, <b>Weight:</b> 3, <b>Value:</b> 800.		
<b>Attack Cost:</b> [5] CHAIN <b>Damage Value:</b> 20 / 30 <b>Power Modifier:</b> Dexterity	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> —	None.

<b>Name:</b> Uchigatana, <b>Category:</b> Katana/Medium, <b>Requirements:</b> Str 11, Dex 15, <b>Weight:</b> 5, <b>Value:</b> 2000.		
<b>Attack Cost:</b> [5] CHAIN <b>Damage Value:</b> 17 / 27 <b>Power Modifier:</b> Dex+Dex	<b>Guard Cost:</b> — <b>Block Value (Physical):</b> — <b>Block Value (Magical):</b> —	<b>Bloody</b> — This weapon has [Damage Type: Bleeding]

<b>Name:</b> Hand Axe, <b>Category:</b> Axe/Medium, <b>Requirements:</b> Str 9, Dex 8, <b>Weight:</b> 2, <b>Value:</b> 400.		
<b>Attack Cost:</b> [5] CHAIN <b>Damage Value:</b> 17 / 29 <b>Power Modifier:</b> Strength	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> —	None.

<b>Name:</b> Battle Axe, <b>Category:</b> Axe/Medium, <b>Requirements:</b> Str 12, Dex 8, <b>Weight:</b> 3, <b>Value:</b> 1000.		
<b>Attack Cost:</b> [5] CHAIN <b>Damage Value:</b> 19 / 31 <b>Power Modifier:</b> Strength	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> —	None.

<b>Name:</b> Club, <b>Category:</b> Hammer/Medium, <b>Requirements:</b> Str 10, <b>Weight:</b> 3, <b>Value:</b> 100.		
<b>Attack Cost:</b> [5] CHAIN <b>Damage Value:</b> 15 / 25 <b>Power Modifier:</b> Str+Str	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.

<b>Name:</b> Mace, <b>Category:</b> Hammer/Medium, <b>Requirements:</b> Str 10, <b>Weight:</b> 5, <b>Value:</b> 100.		
<b>Attack Cost:</b> [5] CHAIN <b>Damage Value:</b> 19 / 29 <b>Power Modifier:</b> Str+Str	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.

<b>Name:</b> War Pick, <b>Category:</b> Medium, <b>Requirements:</b> Str 10, <b>Weight:</b> 5, <b>Value:</b> 100.		
<b>Attack Cost:</b> [5] CHAIN <b>Damage Value:</b> 20 / 30 <b>Power Modifier:</b> Str	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	<b>War Axe</b> — This weapon counts as an Axe for purposes of using the Warcry skill.

<b>Name:</b> Maul, <b>Category:</b> Great Hammer/Large, <b>Requirements:</b> Str 18, <b>Weight:</b> 6, <b>Value:</b> 1500.		
<b>Attack Cost:</b> [6] CHAIN <b>Damage Value:</b> 24 / 39 <b>Power Modifier:</b> Str+Str	<b>Guard Cost:</b> [4] <b>Block Value (Physical):</b> <input type="checkbox"/> <input checked="" type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.

<b>Name:</b> Great Club, <b>Category:</b> Great Hammer/Large, <b>Requirements:</b> Str 20, <b>Weight:</b> 9, <b>Value:</b> 2000.		
<b>Attack Cost:</b> [7] <b>Damage Value:</b> — / 56 <b>Power Modifier:</b> Str+Str+Str	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <input checked="" type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.

<b>Name:</b> Spear, <b>Category:</b> Spear/Medium, <b>Requirements:</b> Str 11, Dex 10, <b>Weight:</b> 4, <b>Value:</b> 600.		
<b>Attack Cost:</b> [5] CHAIN <b>Damage Value:</b> 19 / 29 <b>Power Modifier:</b> Strength	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.

<b>Name:</b> Winged Spear, <b>Category:</b> Spear/Large, <b>Requirements:</b> Str 12, Dex 15, <b>Weight:</b> 6, <b>Value:</b> 1000.		
<b>Attack Cost:</b> [6] CHAIN <b>Damage Value:</b> 22 / 37 <b>Power Modifier:</b> Str+Dex	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <input checked="" type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.

<b>Name:</b> Halberd, <b>Category:</b> Halberd/Large, <b>Requirements:</b> Str 16, Dex 12, <b>Weight:</b> 8, <b>Value:</b> 1500.		
<b>Attack Cost:</b> [6] CHAIN <b>Damage Value:</b> 29 / 42 <b>Power Modifier:</b> Str+Dex	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <input checked="" type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.

<b>Name:</b> Glaive, <b>Category:</b> Halberd/Large, <b>Requirements:</b> Str 17, Dex 11, <b>Weight:</b> 11, <b>Value:</b> 1500.		
<b>Attack Cost:</b> [7] <b>Damage Value:</b> — / 57 <b>Power Modifier:</b> Str+Str+Str	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <input checked="" type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.

<b>Name:</b> Scythe, <b>Category:</b> Reaper/Large, <b>Requirements:</b> Str 14, Dex 14, <b>Weight:</b> 7, <b>Value:</b> 1500.		
<b>Attack Cost:</b> [6] CHAIN <b>Damage Value:</b> 27 / 42 <b>Power Modifier:</b> Dex+Dex	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <input checked="" type="checkbox"/> <b>Block Value (Magical):</b> —	<b>Bloody</b> — This weapon has <b>【</b> Damage Type: Bleeding <b>】</b>

<b>Name:</b> Whip, <b>Category:</b> Whip/Medium, <b>Requirements:</b> Str 6, Dex 14, <b>Weight:</b> 2, <b>Value:</b> 800.		
<b>Attack Cost:</b> [5] CHAIN <b>Damage Value:</b> 15 / 25 <b>Power Modifier:</b> Dexterity	<b>Guard Cost:</b> — <b>Block Value (Physical):</b> — <b>Block Value (Magical):</b> —	<b>Flail</b> — Enemies cannot Guard against attacks & skills used with this weapon.

<b>Name:</b> Caestus, <b>Category:</b> Fist/Small, <b>Requirements:</b> Str 5, Dex 8, <b>Weight:</b> 1, <b>Value:</b> 600.		
<b>Attack Cost:</b> [3]/[2] CHAIN <b>Damage Value:</b> 3 / 8 <b>Power Modifier:</b> Str+Dex	<b>Guard Cost:</b> — <b>Block Value (Physical):</b> — <b>Block Value (Magical):</b> —	<b>Dual Strike</b> — Attack Cost is [3] when wielding one fist, or [2] when wielding two (use two-handed damage).

<b>Name:</b> Sorcerer's Staff, <b>Category:</b> Catalyst/Small, <b>Requirements:</b> Int 10, <b>Weight:</b> 2, <b>Value:</b> 600.		
<b>Attack Cost:</b> — <b>Damage Value:</b> — <b>Power Modifier:</b> —	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	<b>Sorcery Catalyst</b> — While equipped, you may use Sorcery spells.

<b>Name:</b> Pyromancy Flame, <b>Category:</b> Catalyst/Small, <b>Requirements:</b> None, <b>Weight:</b> 0, <b>Value:</b> 1000.		
<b>Attack Cost:</b> — <b>Damage Value:</b> — <b>Power Modifier:</b> —	<b>Guard Cost:</b> — <b>Block Value (Physical):</b> — <b>Block Value (Magical):</b> —	<b>Pyromancy Catalyst</b> — While equipped, you may use Pyromancy spells.

<b>Name:</b> Priest's Bell, <b>Category:</b> Catalyst/Small, <b>Requirements:</b> Fth 10, <b>Weight:</b> 1, <b>Value:</b> 500.		
<b>Attack Cost:</b> — <b>Damage Value:</b> — <b>Power Modifier:</b> —	<b>Guard Cost:</b> — <b>Block Value (Physical):</b> — <b>Block Value (Magical):</b> —	<b>Miracle Catalyst</b> — While equipped, you may use Pyromancy spells.

## SHIELDS LIST

<b>Name:</b> Buckler, <b>Category:</b> Small Shield, <b>Requirements:</b> Str 7, Dex 13, <b>Weight:</b> 2, <b>Value:</b> 500.		
<b>Attack Cost:</b> — <b>Damage Value:</b> — <b>Power Modifier:</b> —	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.

<b>Name:</b> Twin-Serpent Shield, <b>Category:</b> Small Shield, <b>Requirements:</b> Str 10, <b>Weight:</b> 2, <b>Value:</b> 800.		
<b>Attack Cost:</b> — <b>Damage Value:</b> — <b>Power Modifier:</b> —	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.

<b>Name:</b> Plank Shield, <b>Category:</b> Small Shield, <b>Requirements:</b> Str 8, <b>Weight:</b> 3, <b>Value:</b> 100.		
<b>Attack Cost:</b> [4] <b>Damage Value:</b> 15 / — <b>Power Modifier:</b> Strength	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.
<b>Name:</b> Iron Shield, <b>Category:</b> Small Shield, <b>Requirements:</b> Str 5, <b>Weight:</b> 4, <b>Value:</b> 500.		
<b>Attack Cost:</b> — <b>Damage Value:</b> — <b>Power Modifier:</b> —	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.
<b>Name:</b> Leather Shield, <b>Category:</b> Small Shield, <b>Requirements:</b> Str 7, <b>Weight:</b> 4, <b>Value:</b> 500.		
<b>Attack Cost:</b> — <b>Damage Value:</b> — <b>Power Modifier:</b> —	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.
<b>Name:</b> Wood Shield, <b>Category:</b> Medium Shield, <b>Requirements:</b> Str 8, <b>Weight:</b> 4, <b>Value:</b> 1000.		
<b>Attack Cost:</b> — <b>Damage Value:</b> — <b>Power Modifier:</b> —	<b>Guard Cost:</b> [4] <b>Block Value (Physical):</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Block Value (Magical):</b> —	None.
<b>Name:</b> Round Shield, <b>Category:</b> Medium Shield, <b>Requirements:</b> Str 8, <b>Weight:</b> 4, <b>Value:</b> 1000.		
<b>Attack Cost:</b> — <b>Damage Value:</b> — <b>Power Modifier:</b> —	<b>Guard Cost:</b> [5] <b>Block Value (Physical):</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.
<b>Name:</b> Knight Shield, <b>Category:</b> Medium Shield, <b>Requirements:</b> Str 13, <b>Weight:</b> 4, <b>Value:</b> 1000.		
<b>Attack Cost:</b> — <b>Damage Value:</b> — <b>Power Modifier:</b> —	<b>Guard Cost:</b> [5] <b>Block Value (Physical):</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	None.
<b>Name:</b> Blue Wooden Shield, <b>Category:</b> Medium Shield, <b>Requirements:</b> Str 8, <b>Weight:</b> 5, <b>Value:</b> 800.		
<b>Attack Cost:</b> — <b>Damage Value:</b> — <b>Power Modifier:</b> —	<b>Guard Cost:</b> [5] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/> <input type="checkbox"/>	<b>Magic Warding</b> — When you successfully Guard, gain Resistance (Magic <input type="checkbox"/> ) until you finish resolving the Guard.

<b>Name:</b> Kite Shield, <b>Category:</b> Medium Shield, <b>Requirements:</b> Str 12, <b>Weight:</b> 5, <b>Value:</b> 1500.		
<b>Attack Cost:</b> — <b>Damage Value:</b> — <b>Power Modifier:</b> —	<b>Guard Cost:</b> [5] <b>Block Value (Physical):</b> 000 <b>Block Value (Magical):</b> 000	None.

<b>Name:</b> Lothric Knight Greatshield, <b>Category:</b> Large Shield, <b>Requirements:</b> Str 27, <b>Weight:</b> 15, <b>Value:</b> 1500.		
<b>Attack Cost:</b> [3] <b>Damage Value:</b> 20 / — <b>Power Modifier:</b> Strength	<b>Guard Cost:</b> [5] <b>Block Value (Physical):</b> 0000 <b>Block Value (Magical):</b> 000	None.

## RANGED WEAPONS

Ranged weapons have a few rules which set them apart from melee weapons. These are: Safe Zone Attacks, Ammunition, CHAIN Restriction, and Headshots.

- **Safe Zone Attacks** — You may attack with a ranged weapon even if you're standing in a Safe Zone Area. Like other weapons, however, it can only be used to attack enemies in the Melee Area. As normal, you may only target one enemy in the Melee Area with your attacks.
- **Ammunition** — To attack with a ranged weapon, you must consume one piece of ammunition of the correct type (arrows for Bows, bolts for Crossbows). Ammunition works like other consumable items. Each Attack action you perform consumes one piece of Ammunition.
- **CHAIN Restriction** — You cannot perform Chain Attacks with ranged weapons.
- **Headshots** — Instead of paying the normal Attack Cost for a ranged weapon attack, you can pay DICE2 (Doubles). If you do so, you inflict 2 HITs worth of damage. Because they're only a single attack, Headshots still only consume 1 Ammunition.

## AMMUNITION LIST

Name	Wpn. Type	Damage Bonus	Notes	Set	Value
Wooden Arrow	Bow	+0	—	10	50
Heavy Arrow	Bow	+5 / HIT	—	5	500
Fire Arrow	Bow	+3 / HIT	【Damage Type: Fire】□	5	1000
Poison Arrow	Bow	+3 / HIT	【Damage Type: Poison】□	5	1000
Wooden Bolt	Crossbow	+0	—	10	100
Heavy Bolt	Crossbow	+4 / HIT	—	5	1000

Lightning Bolt	Crossbow	+2 / HIT	【Damage Type: Lightning】 <input type="checkbox"/>	5	2000
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If the weapon already has a Damage Type, it is treated as having both its original Damage Type and the Type indicated here when firing this ammunition.

## RANGED WEAPON LIST

<b>Name:</b> Shortbow, <b>Category:</b> Bow/Medium, <b>Requirements:</b> Str 5, Dex 12, <b>Weight:</b> 3, <b>Value:</b> 500.		
<b>Attack Cost:</b> [5] <b>Damage Value:</b> — / 30 <b>Power Modifier:</b> Dexterity	<b>Guard Cost:</b> — <b>Block Value (Physical):</b> — <b>Block Value (Magical):</b> —	<b>Ranged Weapon</b> — See p.80 for special rules for Ranged Weapons.

<b>Name:</b> Longbow, <b>Category:</b> Bow/Medium, <b>Requirements:</b> Str 6, Dex 14, <b>Weight:</b> 5, <b>Value:</b> 1000.		
<b>Attack Cost:</b> [5] <b>Damage Value:</b> — / 35 <b>Power Modifier:</b> Dexterity	<b>Guard Cost:</b> — <b>Block Value (Physical):</b> — <b>Block Value (Magical):</b> —	<b>Ranged Weapon</b> — See p.80 for special rules for Ranged Weapons.

<b>Name:</b> Light Crossbow, <b>Category:</b> Crossbow/Medium, <b>Requirements:</b> Str 10, Dex 8, <b>Weight:</b> 3, <b>Value:</b> 1000.		
<b>Attack Cost:</b> [6] <b>Damage Value:</b> 25 / — <b>Power Modifier:</b> —	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> —	<b>Ranged Weapon</b> — See p.80 for special rules for Ranged Weapons.

<b>Name:</b> Heavy Crossbow, <b>Category:</b> Crossbow/Medium, <b>Requirements:</b> Str 14, Dex 8, <b>Weight:</b> 5, <b>Value:</b> 1500.		
<b>Attack Cost:</b> [6] <b>Damage Value:</b> 25 / — <b>Power Modifier:</b> —	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> —	<b>Ranged Weapon</b> — See p.80 for special rules for Ranged Weapons.

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## ARMOR STATS INSERT

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## ARMOR LIST

NORTHERN WARRIOR SET			Category: Metal	
	Physical Defense	Magical Defense	Weight	Value
Northern Helmet (Head)	3	1	3	300
Northern Armor (Body)	6	0	6	1000
Northern Trousers (Legs)	6	1	6	600
<b>Total</b>	<b>15</b>	<b>2</b>	<b>15</b>	<b>1900</b>
<b>Set Effect:</b> While wearing the full set, gain Resistance (Cold □).				

CHAIN SET			Category: Metal	
	Physical Defense	Magical Defense	Weight	Value
Chain Helm (Head)	3	0	2	500
Chain Armor (Body)	4	1	4	800
Chain Leggings (Legs)	5	4	7	600
<b>Total</b>	<b>12</b>	<b>5</b>	<b>13</b>	<b>1900</b>
<b>Set Effect:</b> None.				

HERALD SET			Category: Leather/Metal	
	Physical Defense	Magical Defense	Weight	Value
Herald's Helm (Head)	2	1	2	300
Herald's Armor (Body)	4	0	4	1000
Herald's Trousers (Legs)	5	0	5	700
<b>Total</b>	<b>11</b>	<b>1</b>	<b>11</b>	<b>2000</b>
<b>Set Effect:</b> While wearing the full set, your Dexterity Modifier (not the ability score) gains a +1 bonus.				

MERCENARY SET			Category: Leather/Metal	
	Physical Defense	Magical Defense	Weight	Value
Mercenary's Helmet (Head)	3	1	2	300
Mercenary's Armor (Body)	4	3	5	1000
Mercenary's Trousers (Legs)	5	2	6	600
<b>Total</b>	<b>12</b>	<b>6</b>	<b>13</b>	<b>1900</b>
<b>Set Effect:</b> None.				

ASSASSIN SET			Category: Leather/Metal	
	Physical Defense	Magical Defense	Weight	Value
Assassin's Hood (Head)	1	1	1	1500
Assassin's Armor (Body)	3	2	4	700
Assassin's Trousers (Legs)	2	2	3	600
<b>Total</b>	<b>6</b>	<b>5</b>	<b>8</b>	<b>2800</b>
<b>Set Effect:</b> While wearing the full set, your Attunement Modifier (not the ability score) gains a +1 bonus.				

KNIGHT SET			Category: Metal	
	Physical Defense	Magical Defense	Weight	Value
Knight's Helm (Head)	4	0	3	300
Knight's Armor (Body)	6	2	7	1000
Knight's Greaves (Legs)	7	1	7	700
<b>Total</b>	<b>17</b>	<b>3</b>	<b>17</b>	<b>2000</b>
<b>Set Effect:</b> None.				

CLERIC SET			Category: Cloth/Leather	
	Physical Defense	Magical Defense	Weight	Value
Cleric's Hat (Head)	1	3	2	300
Cleric's Robes (Body)	3	2	4	700
Cleric's Trousers (Legs)	3	4	5	600
<b>Total</b>	<b>7</b>	<b>9</b>	<b>11</b>	<b>1600</b>

**Set Effect:** While wearing the full set, the Action Cost of Miracle skills is reduced by  $-[1]$ .

THIEF/FUGITIVE SET			Category: Cloth/Leather/Metal	
	Physical Defense	Magical Defense	Weight	Value
Thief Mask (Head)	2	1	1	400
Fugitive's Armor (Body)	5	1	5	700
Fugitive's Trousers (Legs)	5	1	5	600
<b>Total</b>	<b>12</b>	<b>3</b>	<b>11</b>	<b>1700</b>

**Set Effect:** None.

TATTERED/MASTER'S SET			Category: Cloth	
	Physical Defense	Magical Defense	Weight	Value
Tattered Mask (Head)	0	1	0	300
Master's Attire (Body)	2	1	2	500
Loincloth (Legs)	1	1	1	500
<b>Total</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>1300</b>

**Set Effect:** While wearing the full set, your Vitality Modifier (not the ability score) gains a +1 bonus.

GRAVE WARDEN SET			Category: Cloth	
	Physical Defense	Magical Defense	Weight	Value
Grave Warden's Hood (Head)	2	1	2	300
Grave Warden's Robe (Body)	3	2	5	900
Grave Warden's Skirt (Legs)	4	2	5	800
<b>Total</b>	<b>9</b>	<b>5</b>	<b>12</b>	<b>2000</b>
<b>Set Effect:</b> While wearing the full set, gain Resistance (Poison □).				

PYROMANCER SET			Category: Cloth/Leather	
	Physical Defense	Magical Defense	Weight	Value
Pyromancer's Hood (Head)	2	2	3	400
Pyromancer's Coat (Body)	1	4	3	1200
Pyromancer's Trousers (Legs)	1	4	3	800
<b>Total</b>	<b>4</b>	<b>10</b>	<b>9</b>	<b>2400</b>
<b>Set Effect:</b> While wearing the full set, gain Resistance (Fire □).				

SORCERER SET			Category: Cloth	
	Physical Defense	Magical Defense	Weight	Value
Mage's Crown (Head)	1	2	1	200
Mage's Robe (Body)	2	4	4	800
Mage's Trousers (Legs)	2	4	4	600
<b>Total</b>	<b>5</b>	<b>10</b>	<b>9</b>	<b>1600</b>
<b>Set Effect:</b> None.				

# BLACKSMITH ANDRE

*Well, a newcomer I see!*

*I am Andre, I serve in this shrine as a humble smith forging new weapons.*

*You're in search of the Lords of Cinder, I trust?*

*A toilsome journey, I wager. You'll require good arms.*

*Let me smith y' weapons. I am a smith, such is my purpose.*

## BLACKSMITH ANDRE OVERVIEW

Blacksmith Andre is able to strengthen & magically infuse weapons and allows you to change the allotment of uses you have for your Estus & Ashen Estus Flasks.

## CHANGING ESTUS ALLOTMENT

Visit Andre before you leave the Firelink Shrine in order to change the balance of uses you have between your Estus & Ashen Estus Flasks. The total number of uses you're balancing between the two flasks is still set by the scenario you're exploring, but how many uses you have assigned to each flask is set by visiting Andre.

## STRENGTHENING WEAPONS

Melee weapons, ranged weapons, and catalysts can be strengthened by Andre if the PC provides him with the necessary materials. Souls are not required for this purpose, just the crafting materials Andre needs to strengthen the item.

Weapons that have been enhanced will have their enhancement level indicated after their name, like “+1” or “+2”, depending on the enhancement level. The materials required to enhance a weapon are shown on the Weapon Strengthening Table, below. Strengthening an item increases its Damage Value (in the case of weapons), or the wielder’s Magic Power in the case of catalysts (specifically the type of Magic Power endemic to the catalyst, so Pyromancy Power for Pyromancy Catalysts, etc.). The amount of Damage Value or Magic Power added by each enhancement level depends on the size of the weapon in question, as shown in the table.

Enhancement Level	Materials Required	Bonus (Size: Sm/Med/Lg/Special)
+1	《Titanite Fragment》 ×1 (Total: 1)	2 / 3 / 4 / 5
+2	《Titanite Fragment》 ×2 (Total: 3)	4 / 6 / 8 / 10
+3	《Titanite Fragment》 ×3 (Total: 6)	6 / 9 / 12 / 15
+4	《Titanite Fragment》 ×4 (Total: 10)	8 / 12 / 16 / 20
+5	《Titanite Fragment》 ×5 (Total: 15)	10 / 15 / 20 / 25

## WEAPON INFUSION

Blacksmith Andre is able to use special gemstones to transform a weapon's magical properties, allowing it to inflict different kinds of damage. Weapons that have been infused have their names changed to reflect this infusion. For example, if a Longbow was infused with the power of a Fire Gem, it would become a Longbow of Flame, and gain the **【Damage Type: Fire】** property.

Note that weapons that have already been infused cannot be *further* infused. If you attempt to infuse an already infused item, it simply acquires the new infusion, it doesn't stack the effects of both infusions.

Certain weapons cannot accept infusions. For example:

- 《Irithyll Straight Sword》
- Items acquired from Soul Transposition

Infused Name	Materials Required	Effect Added
《(Item)... of Flame》	《Fire Gem》 ×1	【Damage Type: Fire】
《(Item)... of Lightning》	《Lightning Gem》 ×1	【Damage Type: Lightning】
《(Item)... of Poison》	《Poison Gem》 ×1	【Damage Type: Poison】
《(Item)... of Blood》	《Blood Gem》 ×1	【Damage Type: Bleeding】
《(Item)... of the Deep》	《Deep Gem》 ×1	【Damage Type: Dark】

## LUDLETH OF COURLAND

*Oh, thou'rt unkindled, and a seeker of Lords. I am Ludleth of Courland.*

*Look not in bewilderment as I say... I linked the fire long ago, becoming a Lord of Cinder.*

*If substantiation be thy want, set thine eyes upon my charred corse. This sad cadav'r.*

*No need to be coy, have a closer look.*

## LUDLETH OF COURLAND OVERVIEW

Ludleth of Courland is the last remaining Lord of Cinder who has chosen to do his duty in offering up his ashes to link the flame & and continue the Age of Fire. He waits patiently for the time to come that his ashes are needed, sitting atop his throne in the Firelink Shrine. In the meantime, he's also a dabbler in an ancient science of soul alchemy called *Transposition*. If you bring him a 《Transposing Kiln》 (found in Scenario 3), he will practice this esoteric art for you.

## SOUL TRANSPOSITION ITEMS

Scenario Boss enemies provide the PCs with super powerful special souls. Once Ludleth has received a «Transposing Kiln», you can bring these souls to him and he can create a powerful *Transposition Item* for you out of that boss's soul. Each such special soul is consumed by this process, but no additional souls are required in order to create the item. The “Value” of Transposition Items is only included in case you decide to sell them later.

The following items will indicate which special soul is required in order for Ludleth to Transpose the item into being.

<b>Name:</b> Cleric's Candlestick, <b>Category:</b> Straight Sword/Medium, <b>Requirements:</b> Dex 12, Fth 12, <b>Weight:</b> 3, <b>Value:</b> 10000.		
<b>Attack Cost:</b> [5] CHAIN <b>Damage Value:</b> 15 / 25 <b>Power Modifier:</b> Dex+Fth	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> —	<b>Sorcery Catalyst</b> — While equipped, you may use Sorcery spells. <b>Powerful Magic</b> — +3 to Sorcery Power when using this catalyst.
<b>Obtain:</b> Transpose the «Soul of the Deacons of the Deep»		

<b>Name:</b> Hollowslayer Greatsword, <b>Category:</b> Greatsword/Large, <b>Requirements:</b> Str 14, Dex 18, <b>Weight:</b> 8, <b>Value:</b> 8000.		
<b>Attack Cost:</b> [6] CHAIN <b>Damage Value:</b> 29 / 44 <b>Power Modifier:</b> Dex+Dex	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> —	None.
<b>Obtain:</b> Transpose the «Soul of the Rotted Greatwood»		

<b>Name:</b> Vordt's Great Hammer, <b>Category:</b> Greatsword/Large, <b>Requirements:</b> Str 23, <b>Weight:</b> 17, <b>Value:</b> 12000.		
<b>Attack Cost:</b> [7] <b>Damage Value:</b> — / 60 <b>Power Modifier:</b> Str+Str+Str	<b>Guard Cost:</b> [3] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	<b>Freezing</b> — This weapon has <b>【Damage Type: Cold】</b>
<b>Obtain:</b> Transpose the «Soul of Boreal Valley Vordt»		

<b>Name:</b> Spear of Arstor, <b>Category:</b> Spear/Medium, <b>Requirements:</b> Str 11, Dex 19, <b>Weight:</b> 6, <b>Value:</b> 3500.		
<b>Attack Cost:</b> [5] CHAIN <b>Damage Value:</b> 15 / 25 <b>Power Modifier:</b> Dex+Dex	<b>Guard Cost:</b> [2] <b>Block Value (Physical):</b> <input type="checkbox"/> <b>Block Value (Magical):</b> <input type="checkbox"/>	<b>Poisonous</b> — This weapon has <b>【Damage Type: Poison】</b> <b>Spirit Spear</b> — When you kill an enemy with this spear, regain <input type="checkbox"/> HP.
<b>Obtain:</b> Transpose the «Soul of the Rotted Greatwood»		

**Name:** Pontiff's Left Eye, **Category:** Ring, **Value:** 1000.

**Effect:** When the wearer inflicts 3 HITs or more, they regain □ HP.

**Obtain:** Transpose the «Soul of the Boreal Valley Vordt»

**Name:** Havel's Ring, **Category:** Ring, **Value:** 1000.

**Effect:** The wearer gains +2 to their Vitality ability score.

**Obtain:** Transpose the «Soul of a Stray Demon»

## v0.1 — END OF PART 1

### PART 2 (SCENARIOS) COMING SOON

Follow me on twitter (@gahostan) for occasional updates on this and other games, as the project continues on.